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WildStorMS Win autographed WildStorms game cards!	50
Chrysalis	60



DEPARTMENTS Incuisition **NEWS & NOTES** 11 ON THE SHELVES 16 ON DECK 18 **STUMPERS** 34 INDUEST PROFILE 38 COLUMNS EDITORIAL KILLER DECKS **UP YOUR SLEEVE PLUGGED IN** 58 CARD STOCK

PRICE GUIDE

SWAN SONG

PRICE GUIDE INTRO	64
MAGIC PRICE GUIDE	66

104



OHIOMOTEO SHEGHTION	
COLLECTIBLE CARD GAME PRICE GUIDE	75
PLAYERS GUIDE INTRO	78
Magic: The Gathering Players Guide	80
Rage Players Guide	98

Submitted For Your Approval

"Imagine, if you will, five men on a mission. Five men from InQuest magazine, sent to get enough Magic: Ice Age cards to cram a ton of Ice Age information into the latest issue of InQuest."

Hi, my name is Tom McKelvey, and I'm the associate price guide editor here at InQuest. Last month, Wizard/InQuest Art God Dan Reilly, InQuest Game Master Jeff Hannes, Wizard Assistant Price Guide Editor Bob Marshall, InQuest Assistant Editor Mike Fasolo, and I were dispatched to the Mecca of the world, New York City, to get cards for both our personal collection and use in the magazine.

Simple, right? Right...

On the way in, one of New York's notorious drivers decided to make a right turn from the left lane, cutting us off and scraping a healthy patch of paint off my car.

Despite this ominous omen, I was too excited by the imminent Ice Age to be discouraged. The five of us went into the first store and said, in unison, "We'd like to max out on Ice Age!"

The limit was two starter decks and 18 booster packs. That wasn't enough for me, so we hit the second target, in the middle of one of the busiest parts of the city, Rockefeller Center. We parked the car, went in, and once again maxed out.

Happily cooing over our cards, we walked outside to find the car... Actually, we didn't find it. At all. That's right—New York's finest had confiscated our car in one of their notorious parking sweeps.

We did find a meter maid, and asked where in Hades our car had gone. She gave us an address that was at least 30 blocks away—and pretty close to where we'd started our shopping spree.

After a long, hot walk, we arrived at The Pound. We spoke to a few very humorous people who gave us some water, took my \$150, and let us be on our way with our vehicle.

We were mad. We were hungry. We had to pass the third store on the way home anyway. We stopped and went in. (Actually, we stopped and four of us went in.)

Because of the money we'd spent on the impounded car, we couldn't get all the Ice Age we wanted. But it was enough to suit our purposes—and besides, our expedition to Manhattan isle had turned out to be a bit too much like Gilligan's fateful outing. Clutching our boxes, we made haste for the Batcave.

Where we were greeted by just a little teasing.

But, hey, we got *Ice Age* as soon as was humanly possible. We got to play early, and you, the fan, got to see the information as Quick it comes. That alone makes it all worthwhile (maybe even including the scratch on my car).

And to think that Chronicles is right around the corner!

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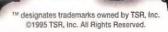
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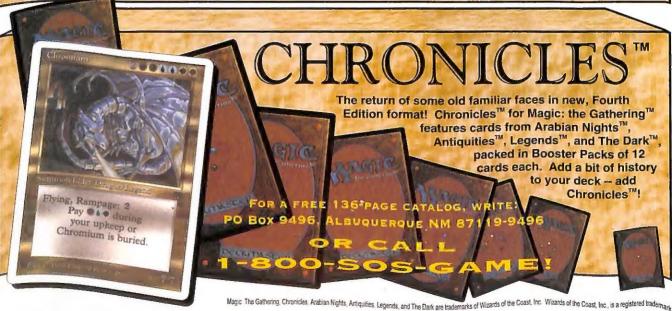
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YEAH, I PLAY

MAGIC, I WATCH MELROSE TOO, WANNA

MAKE SOMETHING

OF IT?!



MEUSTION

The End is Near

Boy, we've made some sweeping changes in *InQuest* over the last five months. We've gone up a total of 24 pages since #1, completely overhauled the price and players guides, added a bushel of new columns and departments, and replaced the letter-answerer guy...me.

While I love doing the letters, my responsibilities for other parts of InQuest, Wixard: The Guide to Comics, and the specials Wixard Press is putting out this year make it impossible for me to continue. As of next ish, InQuest Editor Michael Searle picks up the mailbag reigns.

Mike is really on the ball when it comes to fantasy gaming. He's pitched in and helped me answer questions in this column that left me clueless, and is overall one of the nicest people I've ever met. You'll be in good hands.

(Thanks, Pat. I'll slip you the Beta Time Walk later. —Mj5)

Satan Plays Magic?

I have to say that I am totally disappointed with the parents and officials that are striking out against *Magic* because they think that it is evil or satanic. What they fail to realize is that it is a game....

You must look at what it also teaches kids. They learn logic and strategy. They learn how to trade and value what they have.

I am a 26-year-old man and I love Magic, and a lot of my friends do as well. I collect and play very frequently. I love going to my local shop and trading with kids, and often getting beaten by them in a game. They totally know what they are doing, and they don't see it as an evil game.

Concerned, David P. Linton Jr. Tronton, NJ Magic lets you look at things in a totally new perspective every time you play, and it gets you thinking. As for people who think it rots your brains out, I'm the vice president of my school's National Junior Honor Society, and received four awards at our awards night, including a presidential education award signed by Bill Clinton. I think these accomplishments are something to think about from a kid who is addicted to the game.

[Some Magic cards have demonic images,] but, like Dungeons & Dragons, it just has a bad reputation.... Everyone I know who plays it, plays it for one reason only: it's just plain fun.

Robert Yamamoto Las Vegas, NV

I enjoyed your article on how people think that *Magic* is satanic. We have the same problem in our town. The parents have pressured our school to the point that students are no longer allowed to play. The penalty of play-



ing is getting your cards taken and not returned, and receiving a suspension. Is there anything we can do in order to help change their minds?

CaveMan Og America Online

If someone, be it a teacher, parent, or friend, views fantasy gaming (or one of your other hobbies) in a negative light, take the time out to educate them about what you're doing. People's fear and hate may subside once they understand what's really involved.





Magic Artist Busted

I don't usually respond to letters pages and editorials in magazines, but after seeing the Casting Call for *Magic* in *InQuest* #2, I have been "lured." I've been doing conventions from coast to coast for the last year and a half, and along the way, I've been running small, friendly competitions to see who can correctly name which famous person modeled or inspired the *Magic* cards I have illustrated....

The ones that pop up the most often [for the Veteran Bodyguard] are Mel Gibson and William Shatner. In fact, only three people have correctly guessed that the model was Lou Ferrigno...until InQuest revealed the truth!

Therefore, I would like to send my kudos to the group at InQuest for a job well done. However, I would like to add that if this movie ever does take place, can I meet the Serra Angel as played by Sharon Stone? Can I? Huh? Huh? Can I?

Until then, "May your Serras never be Earthbound!"

Douglas Shuler Cyberspace Hey, thanks for the nice letter, Doug, and a special tip of the InQuest cap to Wizard: The Guide to Comics Editor Brian Cunningham for making all four of our Casting Calls pretty darn spiffy. As for meeting Ms. Stone, if that Magic movie ever gets made...get in line.

Still a Vampire?

Is Vampire: The Eternal Struggle different from Jyhad? Are there new cards? Modified play?

Gina M. Jenkins Sunnyvale, CA

Vampire: The Eternal Struggle is an updated version of Jyhad. The rules are being streamlined, the cards are being redesigned for easy recognition (though the art will stay the same), and the card backs are being changed to fit their snazzy new name. Other than that, it's the same of blood-lickin' fun.

Magic Misprint

Last weekend, my girlfriend and I each bought a Revised Magic booster pack. In hers was a Serendib Efreet. It's a blue card needing one island and two other mana to summon, but the border is green. Is it a misprint? Will it be worth more [than a correctly printed card]?

Mike Wong Cyberspace

Your Serendib Efreet is just like everybody else's Revised Serendib Efreet. Y'see, WotC made a li'l boo-boo with al' Serendib. They intended to reissue the Arabian Nights Serendib Efreet, a blue card. What they ended up with was the power/toughness, casting cost, and abilities of the Serendib Efreet, but with the picture and border art of the lfh-Biff Efreet, a green Arabian Nights card. Their card checkers were on vacation that week.

Another Satisfied Customer

I have a few comments to make about your magazine.

1) What's with all these pages with practically nothing on them to read? There are an abundance of articles that seem relatively pointless (i.e., "Ultimate Chaos," Casting Call). I can see that you guys are trying to have a lot of fun with this, but it serves as little help to anyone who just wants to read about trading, strategy, combos, and decks, and stuff like that. More on cards, please.

Interviews are boring unless you have someone interesting.

3) Your tips on deck construction sound great, but there are a vast majority of players out there who read your magazine who have never heard of spells like Berserk and other out of print stuff. Maybe you should focus

on cards in print.

4) The prizes for your contests are great, but they seem very hard to win.

5) Keep the free cards rolling!

Jeff Sturges America Online

 We've pumped up our page count over the past couple of issues, incorporating a whole slew of gamingrelated stuff. Hope you like.

2) We agree.

 Check out this issue's all-Ice Age deck. Some upcoming Killer Decks will consist of in-print, non-bankaccount-emptying Magic cards. On top of that, the players guide tips this ish and last focus on Ice Age.

4) Yeah, some are kinda tough, but we do multiple contests per issue, so there are usually some that are easy to win. Try your hand at those you feel comfortable entering.

5) Okey-dokey.

Bloody Impulsive

I love your magazine—it gives me something else to do rather than make terrible *Magic* trades. I just got *Blood Wars* when I was out at the mall the other day—impulsively, I might add—because I've never tried anything other than *Magic*. Do you think that there are other good card games out there, or are they all just copies of *Magic*?

WesManiac5 America Online

Heck, yeah! Poker is one of my favorites (and it's been around longer than Richard Garfield's great grandpappy!). Uno is always great fun, Hearts is pretty keen, Blackjack is swell, and nothing beats Go-Fish. (But stay away from Pinochle. Evil freakin' game.)

I'LL SEE YOU ALL DEAD.



Cows

Hahaha...[issue #2] page 28...Cows, bastards...hahaha, my sides hurt...

Justin Machado Phillipsburg, NJ

Your sides hurt? How do you think the cows feel?

Thank Tourach

Planeswalkers everywhere are grateful. In a matter of a few months, over a handful of magazines have come out devoted solely to collectible trading card games—and *InQuest* has turned out to be an early favorite. The articles are relevant and interesting, and the deckbuilding article is more than promising (thank Tourach you're monthly!). So, congratulations.

However, as with all new things, there are a few things that have to be corrected. The *InQuest* price guide is by far the easiest to read among the card price lists available, and the card descriptions are a thoughtful addition for players who have never seen the actual card (Golgothian what?).

It must be noted, though, that summarizing the descriptions is risky business.... For example, using "controller" instead of "caster" [for] Personal Incarnation changes the tone of the game entirely (ever heard of Control Magic?)....

All in all, however, the magazine holds a lot of potential. Damn, keep up the good work. Oh, and one more thing. Do I need to cut up my magazine to enter the Every Magic Card InQuest Contest, or can I photocopy it?

Kensai America Online

We're constantly reviewing our price guide listings for errors, and we appreciate your pointing them out. As for the contest entries, you can photocopy a blank form or enter on a 3-by-5-inch index card instead of taking the official entry form from the magazine. But hurry, you're almost out of time!

Homelands Bound

I agree with Editor Michael Searle's article about [the cheesiness] of Channel-Fireballing people.

In the June issue (InQuest #2), you answered a question about upcoming expansion sets and mentioned Ice Age plus an Ice Age expansion called Homelands. Does this mean two Ice Age sets? What makes it an Ice Age expansion compared to a normal expansion?

Joe Ibershoff Charleston, WV

While Legends, Antiquities, and The Dark were expansion sets for the basic Magic: The Gathering set, ke Age is the first "stand-alone" expansion, meaning that it's intended to exist in its own little frosty world. While the cards are compatible with other Magic cards, Ice Age allows fans to play Ice Age-only games, where everyone is on equal footing cardwise, without Moxes, Black Lotuses, and other spoilers that new gamers have a tough time getting. Wizards of the Coast is keeping mum, but we do know that Homelands will be an expansion set following on the footsteps of Chronicles either due out this fall or early '96.



The Shirts Off Our Backs

I think a good addition to the mag would be a card combos section where readers could send in their best card combinations, and if they're printed, maybe win an *InQuest* T-shirt or something.

Cliff Meyers Buffalo, NY

Great idea, Cliff. If any o' you gaming fans out there have any spiffy card combos, for any game, jot 'em down on a slip of paper and mail 'em off to: Card Combos, c/o InQuest, 151 Wells Ave., Congers, NY 10920. If we use your combo, we'll credit you in the magazine, and you'll win some kinda neat prize.

More Chickens

I would like to say that your mag looks great. I probably would never have seen it if Dale Mulcahy (you know, the guy in the ninja suit from issue #1) hadn't said, "Check it out, they like me!" I read his letter [in issue #1], then snatched the magazine from him and spent the rest of the class looking at it. I bought issue #2, and I must say, I love the cover art (not a vampire with a bloody chicken, but just as good)....

Some questions or comments:

- 1) I remember reading something about the possibility of a fiction-writing contest. What's the status of that?
 - 2) Where are the nude shots?
- 3) What is "Feliz Navidad" [mentioned in #1's "Ultimate Chaos" feature]?
- 4) You need more vampires with bloody chickens.

Jason Dansby Madison, AL

First off, that was a dove on the cover to issue #1, not a chicken. It being a dove makes it more gruesome. Everybody eats chickens.

Your answers:

- 1) Check out the Hyborian Gates contest in next month's issue.
- 2) In my wallet, where they belong.
- 3) Spanish for Merry Christmas.
- 4) It wasn't a chicken! (And we never said we liked Dale Mulcahy. That guy stole all our ideas.)

Pen Pals?

I love your magazine! It has everything a person needs to know about collectible card games! I just have one suggestion: how about adding a list of CCG clubs and stores where they meet?

Jay Davis Fort Smith, AR

Yikes. That would be some list. Talk about endangering the rain forests! What might be a little more feasible is a Pen Pals-type section, where we can hook gamers up with other gamers. Good idea? Crappy idea? Write in and let us know.

The Origin of the Species

Where did the miscellaneous Magic cards that you have listed in your price guide (Arena, Giant Badger, and the rest) come from? They look pretty spiffy, and I would like to know where to get them.

David Amy Cary, NC

HarperPrism has released a series of novels based on Magic: The Gathering. The backs of the first four (Arena, Whispering Woods, Shattered Chains, and Final Sacrifice) feature order forms with which you can send away for exclusive cards.

And that was that. Thanks to all who wrote in. You not only helped make InQuest a better mag, you make it pretty fun to work on. Adios.

Send yer letters to InQuestMag@aol.com or:

INQUISITION

151 Wells Ave.

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Please include your full name, mailing address, and phone number in all letters.



"Wizards of the Coast did send [Heroes World] some [of their order], but how much they sent I don't know. [Heroes World] sent me approximately one-third of my order," says a retailer who requested anonymity.

Heroes World is primarily a comic book distributor. After its recent purchase by Marvel Entertainment Group, owner of Marvel Comics, Heroes World announced that it would distribute only Marvel Comics comic books. The company also announced that on June 30, 1995, it would sharply curtail its distribution of game products.

In a statement sent to its clients, Heroes World speculated that Wizards of the Coast might have preserved its ties "if our sister company Fleer had not published what could be considered a competitive product." Heroes World carries Marvel OverPower, a card game based on Marvel Comics characters and produced by Marvel-owned Fleer.

However, a fax from Wizards of the Coast implied that Heroes World had cut ties. "Marvel bought Heroes World as their exclusive distributor, and thus they're not carrying any other products besides Marvel products," read a faxed statement from WotC Media Relations Director Carrie Thearle.

In a later fax, Thearle wrote, "It was a mutual decision." Retailers who dealt with multiple distributors got more of their order. But the size of the discount many distributors offer is directly related to the amount of product stores buy. For many retailers, it's not costeffective to deal with more than one distributor.

Heroes World allocated its shipments of Ice Age received before June 30, the day ties were officially severed, but it's not yet certain if orders will ever be completely fulfilled.

"They haven't said one way or the other whether we're getting it or not. If Wizards of the Coast agreed to take the orders from Heroes World, they should at least give them everything they ordered up to June 30," says one retailer.

"Look, even if the only thing the company is out

to do is to make money, they won't make it if they start to alienate the fans," complains Dan Scheffer, a player from Monroe, N.Y. "We're the ones who buy the games, and if they aren't available to us even when we place advance orders, they will lose us."

Heroes World declined to return numerous phone



"Wizards of the Coast did send some [Ice Age], but how much they sent I don't know. [Heroes World] sent me approximately one-third of my order." —anonymous retailer

Higher *Magic*: WotC Raises Prices

For the first time in the history of the game, Wizards of the Coast is raising the price of Magic.

A June 21, 1995, letter to retailers signed by Wizard of the Coast President Peter Adkison announced price increases for Magic's Fourth Edition, Ice Age, and Chronicles sets. The letter attributes the increases to higher paper and printing costs, and a drop in the value of the U.S. dollar in international markets.

Starter decks for *Ice Age* and the Fourth Edition will now bear an \$8.95 suggested retail price, an increase of one dollar, while booster packs for those sets will bear a \$2.95 suggested retail, a 50-cent hike. *Chronicles*, which will be sold in boosters only, will carry a suggested retail price of \$2.45, up from \$2.

The price changes will take effect with orders shipped in September.

Wizards of the Coast was not available for comment.

Loss of a Legend

Author Roger Zelazny succumbed to lung cancer on June 14, 1995. A resident of Santa Fe, N.M., he was 58 years old.

Zelazny, who wrote over 150 short stories and 50 books, was well-known and respected by fantasy and science fiction fans and writers alike. His career began in the '60s, when science fiction was first beginning to break away from its traditionally upbeat portrayal of the future. He and others gave readers a look at the possibilities of a future that held nightmarish consequences. His novel *Damnation Alley*, about four survivors of a nuclear holocaust, was made into a 1977 movie.

Zelazny's series of Amber novels about Amber, the one true world, and the intrique and adventure surrounding around its royal family is well-known and loved among fantasy fans. Zelazny also helped create a 1991 diceless roleplaying game based on the world of Amber.

Over the course of his career, Zelazny won every major award for science fiction writing, including two Nebulas, which are awarded by the Science Fiction Writers of America.

Zelazny is survived by his wife, two sons, and a daughter.





Challenges

The results of the first Corporate Card Challenge are in, and the Wizards notched the win. Wizards of the Coast's four-player team, which included company president Peter Adkison, defeated Microsoft's team in a matchup of Seattle, Wash.-area corporate giants. In the speed tournament, Gary Smith and Dan Cervelli tied for tops with 30 points each. Magic creator Richard Garfield was caught in a three-way knot for third place at 24 points. The only Microsoft employee to crack the top eight was Aaron Coutu, who tied for sixth with 22 points.

The Magic: The Gathering World Championships will be held August 4-6, 1995, in the Sea-Tac Red Lion Hotel in SeaTac, Wash., not at Gen Con. Because of a hotel registration mix-up in Milwaukee, Wizards of the Coast moved the championships back to their home state of Washington.

Comics 'n' Cards

Acclaim Comics' next Magic: The Gathering comic book is due in October. Homelands Special, a one-issue comic, will



be based upon the upcoming Homelands expansion set. Written by Dan Chichester (Daredevil, Elektra: Roots of Evil) and fully painted by Rebecca Guay (Black Orchid), with cover art by Greg and Tim Hildebrandt, the comic will include one of three rare cards from Homelands.

This October, Caliber Game Systems will add Youngblood

Rob tiefeld's Youngblood

characters are game if you are.

to its Powercardz collectible card game. The Youngblood superheroes, created by Rob Liefeld, join Todd McFarlane's Spawn as the second Image Comics property to be translated to Powercardz. Like the Spawn Powercardz set, the Youngblood set will contain 180 cards and be sold in 50-card starter decks and 15-card booster packs. Starters will retail for \$8.95, boosters for \$2.99.

Iron Crown Enterprises' Middle-earth collectible card game is due in November. The game, based on the fantasy universe from J.R.R. Tolkien's books, allows players to become one of five wizards sent to Middle-earth to stop Sauron. Middle-earth:



The Wizards will be sold in 76-card starter decks for \$9.95 and 15-card booster packs for \$2.95.

Destini Productions has a slew of limited edition prints for sale. Several are illustrations by Destini owner Ed Beard Jr., including cards from Des-

game (above) and Flights of Fantasy (right). tini's Flights of Fantasy and Wizards of the Coast's Magic card games. In the fall, Destini will sell limited edition prints of artwork from Iron Crown Enterprises' Middle-earth card game. For ordering information, write Destini at 73 Fessenden St., Warwick, RI 02886.

Destini will be selling

forthcoming Middle-earth

artwork from the

International News

Wizards of the Coast has contracted Ediciones Martinez Roca to market and distribute Magic: El Encuentro, a Spanish version of WotC's Magic: The Gathering. Ediciones Martínez Roca will provide customer support and organize tournaments in Spain, among other activities. Magic: El Encuentro will be released in early July, coinciding with the Spanish National Championships in Madrid. A division of Group Editorial Planeta, Ediciones Martínez Roca has translated and published authors like Isaac Asimov, Stephen King, Naguib Mahfuz, and Danielle Steel.

On June 30, a limited edition set of Magic: The Gathering was released to French-speaking fans. Renaissance, a limited edition French-language printing of all the cards added between the Revised and Fourth Editions of Magic, is being sold in eightcard booster packs in French, Belgian, and Swiss stores.

Margaret Weis and Tracy Hickman are returning to the world of Krynn. Dragons of Summer Flame, their first novel for the Dragonlance series in nine years, will depict the final struggle between the forces of good and evil as the dragon lance is passed on to its rightful heirs. This 560-page hardcover book, retailing for \$23.99, will be unveiled in November with an author tour in several major cities. Jeff Easley will be the cover artist.

Flying Buffalo will release four flip books with characters from their Tunnels & Trolls game. The flip books are a system of combat for RPGs that doesn't require dice. The books are designed to show the outcome of combat using pictures. The first four books will retail for \$5.50 each.

Seconds

The second kicker pack for TSR's Dragon Dice will roll into stores this November. This set will be filled with creatures



called Firewalkers, who are companions to the evil Lava Elves. Eight Firewalker dice can be yours for \$5.95.

A second set of cards for the Warhammer Quest miniature roleplaying game are to be released in August from Games Workshop. The 55 treasure cards, awarded for successfully defeating monsters or opening chests, will include new potions, weapons, and items. They'll retail for \$8.99.

Thunder Castle Games will release its first expansion set for Towers in Time in November. Amazon will be a stand-alone

expansion set, but will also be completely compatible with the original Towers in Time set. Artists from Magic: The Gathering such as Susan Van Camp and Mark Poole will be doing the art for this 165-card set. Fifty-four-card starter decks will retail for \$6.95, eight-card booster packs for \$1.45.

Chameleon Eclectic and Pinnacle Entertainment will release The Last Crusade this

October. This collectible card game is based on World War II battles such as the invasion of France by the Allies and



the Battle of the Bulge. The 300-card set will sell in 60card starter decks retailing for \$9, and will include 10 rare cards per deck.

If you're planning to buy Star Trek Warp Packs, you may want to hold off. Decipher never intended these packs of



12 cards for its Star Trek: The Next Generation Customizable Card Game for retail sale; the packs are supposed to be given out free by retailers. Warp Packs can be received free just by writing to Free Warp Pack Offer, P.O. Box 465,

Gainesville, VA 22065. If you know of retailers who are selling these packs, let Decipher know by writing to the same address.



We hear ya, Scottie.

Worldwide Magic

Software publisher MicroProse and on-line service provider GEnie announced that they are launching

an on-line version of Magic: The Gathering. Users of MicroProse's upcoming Magic CD-ROM for IBM-compatible computers will be able to enjoy the service if they have a modem hooked up to their computer.



GEnie has "a tradition

of working with a variety of other companies to help them run games in a national on-line kind of environment," says Arnold Hendrick, producer of Micro-Prose's Magic CD-ROM. "Among the traditional hardcore gamers, at least in the on-line world, GEnie

is known as the place to go."

"GEnie has a proven track record with some of the big games that are currently on-line. GemStone III, which is currently one of the top-grossing games, is on the GEnie network," noted Paula Rebich, public relations manager for MicroProse.

MicroProse turned to Simutronics for help with the on-



line service. Simutronics designed a system that should hold thousands of players simultaneously.

"Everyone starts off with an unlimited

Magic: The Gathering and roleplaying enter ; cyberspace!

amount of basic land and about 100 cards. Every time you duel, depending on whether you win or lose, depending on how stiff an opponent you go up against, at the end of the duel, you get a certain amount of what is called Spell Shards. When you get enough of these, you can trade them in for a [computer-generated] booster pack of your choice," Hendrick says.

In additional to dueling, players will also be able to talk or trade with other mages.

Monitors, called gamemasters, will be on-line to make sure things run smoothly. These gamemasters will also help organize various tournaments for on-line players.

MicroProse declined to give a specific date for the release of the CD-ROM, but said it should be on the shelves in the late summer or early fall, and should be priced in the \$50- to \$60-dollar range.

THE ULTIMATE MARVEL FANTASY CARD GAME!



OVER OWER CARDGAME

DIS STICE



This summer, Marvel's greatest heroes and villains come to life in the Marvel OverPower Card Game! This collectable card game from Fleer features stunning new artwork by the greatest artists in the industry. Get ready...It's Clobberin' Time!

from fleer entertainment group, inc

Maryel, all Maryel characters and the distinctive discussive tearest. This and © 1906 Maryel briorishment Group, inc. All rights femous property and the past Emergineers.

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THE GUIDE TO UPCOMING GAME RELEASES



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Here's the Deal: This first expansion set for *Ultimate Combat!* will introduce more fighting arts, like Kung Fu, Wu Shu, and Tai Chi, as well as expanded advanced rules for customizing personalized decks. It will also introduce two new card classifications to the game: Coach and Impact cards. The 15-card boosters will include one gald-, two black-, three brown-, and nine white-belt cards.

AR	CANA		
	NAME:	Arcana	
William .	OMPANY:	Atlas Games	
4	SET SIZE:	153 cards	
	RELEASE:	August 1995	
100	PACKAGING:	10-card booster packs	
CHECES	TED RETAIL:	\$1.95 per booster	_

Here's the Deal: The mystic subculture of Al Amarja will be brought to light in this third On the Edge expansion set. Find out about con artists, psychic dolphins, and the Nekroi who roam the astral plane, among other fantastic characters. Each display box of Arcana will contain one of four rore chase cards depicting a character from the packaging of one of the On the Edge products: The Cut-Ups Project, Shadows, Arcana, and the Surviving On the Edge players guide.

	NAME:	The Crow
	COMPANY:	Heartbreaker Hobbies & Games
	SET SIZE:	105 cards
Borr Borr	RELEASE:	August 1995
	PACKAGING:	15-card "Master Booster Packs"
SAPOREZ	TED RETAIL:	\$2.95 per booster

Here's the Deal: Eric Draven is back—again. The Crow Collectible Card Game, which rises to the shelves this August, is based on the 1994 movie of the same name. The game will feature never-before-seen scenes from the movie. Every "master booster pack" will contain a four-page rule book, and scattered throughout the packs will be 10 extremely rare "special prism" cards featuring the moody paintings of Crow creator James O'Barr.

si & White Wall Inc	NAME:	Dark Sovereigns Wizards of the Coast
of The Coasi	SET SIZE:	100 cards
ards of	SOVA RELEASE:	August 1995
W WIZERGS	PACKAGING:	15-card booster packs
6	SUGGESTED RETAIL:	\$2.45 per booster

Here's the Deal: Clans Giovanni and Ravnos will be introduced in this first expansion set for Vampire: The Eternal Struggle (aka Jyhad). This set will delve into the legends and myths of the vampires of Western Europe, uncovering some new vampire disciplines like necromancy and chimerstry; new locations like Heidelberg Castle and the Palace at Versailles; and new vampires like the Queen of London.

M E @ Wizards of The Coast &

Outer Earth Inc Tom Kohler 1995

na & @ TSR Inc

Here's the Deal: This book, the revised edition of the Pocket Players Guide, is the best source that players can look to for answers to their rules questions. The book will feature new sections on multiplayer games, Fourth Edition tournament rules, a Fourth Edition card list, and a section of collectors information on the expansion sets up to Fallen Empires. Original Quinton Hoover art graces the cover, and the interior contains other original illustrations. There'll also be a list of Wizards of the Coast personnel to contact for answers to any of your Magic questions.

	NAME:	Moons of Khadar
	COMPANY:	Outer Earth Games
	SET SIZE:	240 cards
· State	RELEASE:	August 1995
11	PACKAGING:	60-card starter decks; 15-card booster packs
ZUGGES	TED RETAIL:	S9 per storter; \$3.50 per booster

Here's the Deal: Using cards and dice, this collectible trading card game will pit players against each other in a battle of strategy, cunning, and wit. Players are Khadans, or klan lords, who lead their klans to the battlefield to destroy their enemy's protective dome. Players can use objects from any of the five moon societies, including creatures, techno-magic, and vehicle cards. The initial starter decks will only have planetary cards, while there will be five types of booster packs, one for each of the five moon societies.

Bigggar	
NAME:	Proxies & Powers
COMPANY:	TSR
SET SIZE:	134 cards
RELEASE:	August 1995
PACKAGING:	15-cord booster packs
SUGGESTED RETAIL:	\$2.50 per booster

Here's the Deal: The Blood Wars will take a new turn with this third expansion set, Proxies and Powers, when the gods get involved in the wars. Find out about your favorite deities, their powers, and their followers.



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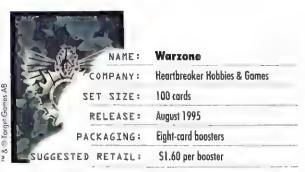
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Here's the Deal: This first expansion set for *Rage* deals with the spiritual realm of the werewolf. The set will include more Wyrm, Garou, and Event cards, giving the game an even nastier edge.



Here's the Deal: This second expansion set for *Doomtrooper* focuses on corporations. It also features a new type of card, Warzones. These let players change the scene of the battle, which has various advantages and drawbacks depending upon the combatants. As with all *Doomtrooper* expansion sets, a distinctive logo will be printed on the faces of these cards to let players know they belong to *Warzone*. This expansion will be a one-time, limited-edition printing.



Here's the Deal: Based on the Wing Commander III CD-ROM computer game, this collectible card game will premier in August at Gen Con, where Mark Hamill will be promoting it. The game pits the alien Kilrathi in interstellar combat against the Terran Confederacy. Starter decks will either be red (Kilrathi) or blue (Terran), though booster packs will contain a mix of the races.

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Reviewing the latest releases in collectible card games.

Rage

age is a fast-paced collectible card game of combat where players control packs of werewolves. Players race to accumulate a preset number of victory points, which are acquired by destroying cards in play, including other players' werewolves.

Based on White Wolf Game Studio's Werewolf: The Apocalypse roleplaying game, Rage is the second Storyteller game to hit the collectible trading card market. It bears many similarities to its vampiric predecessor Jyhad (co-produced with Wizards of the Coast, and due to be re-released as Vampire: The Eternal Struggle around the time you read this). But make no mistake about it: Rage is a game of combat. If you're the kind of player who likes to beat the heck out of your opponent, then Rage is the game for you. If you like sitting around and watching, go rent The Howling.

-Rage

LIMITED EDITION

PUBLISHER: WHITE WOLF GAME STUDIO

GENRE: HORROR

RELEASE DATE: JUNE 1995

SET SIZE: 321 CARDS

PACKAGING: 60-CARD STARTER DECK:

12-CARD BOOSTER PACKS

SUGGESTED RETAIL: \$7.95 PER

STARTER: \$1.95 PER BOOSTER

RATING: " " "

The one quality that sets Rage apart from other card games is the fact that players take their turns simultaneously. There's very little sitting around and waiting in this game. If multiple players want to do something at the same time, they randomly determine who goes first. It's simple, straightforward, and doesn't require 23 pages of timing rules.

Play begins with all of the werewolves active, so there's no build-up or preserving of precious resources. This really kickstarts the action.

All of the werewolves-Garou, as they're called in the game-belong to one of 13 tribes. These tribes are further subdivided by auspice, which represents the phase of the moon under which the werewolves were born.

Depending upon a Garou's tribe, auspice, and Gnosis (a score representing ties to the spirit world), Garou can be bestowed with certain Gifts. Gifts are special cards that represent supernatural werewolf powers. The more powerful Gifts require a higher Gnosis, and many are limited to specific tribes or auspices.

Unlike most werewolves in horror flicks, there's more to these beasts than bloodthirsty rampages. The Garou worship Gaia, or Mother Earth. In exchange, she grants them special abilities. Gifts can augment combat, provide defense, or steal equipment from other characters.

Despite its free-for-all style, the game isn't complete chaos. The turns in Rage are divided into five phases: Redraw, Regeneration, Equip/Ally, Moot, and Combat. The first four phases go pretty quickly.



First, all players discard cards they don't want from their Sept hand, and fill it back up to five cards. (The Combat hand doesn't get touched until combat begins.) Then everybody's Garou heal some of the damage they've taken earlier in the game. In the third phase, players may play cards such as equipment, allies, and enemies. Allies and equipment are cards that augment your Garou, while enemies are cards that everybody's Garou can try and defeat. Unlike Jyhad, there's no restriction on how many actions an individual character may take during the Equip/Ally phase. In the Moot phase, players may call votes that affect



certain characters or game conditions.

The real action of the game takes place during the Combat phase. Each player chooses one character as her alpha, or pack representative. Each alpha may attack another alpha, challenge any character in play, or attack any enemy that has been played earlier in the game.

Combat is quick and easy, and very reminiscent of the resolution of challenges in Mayfair's Cosmic Encounter. Both players hold a combat card face down and then flip them over simultaneously. Some cards do damage, while others prevent or block your opponent's damage card. Damage cards that are not blocked are placed on the victim, and they remain there until healed during the Regeneration phase. Players continue to play cards in the above manner until one side is killed, until the challenger pulls back, or until both players run out of cards. During the combat, various pieces of equipment and Gifts can

alter the outcome and effects of the combat cards.

When one of your Garou kills another Garou or an enemy, it is placed in your victory pool, and is worth its Renown score in victory points. Players can also earn victory points by playing certain moot and event cards. The game ends when one player reaches a preset number of victory points.

The strongest attribute of *Rage* is its speed. If all of the players know what they're doing, the game flies. The object of the game is very straightforward: kill lots of things. It is possible, but not easy, to win without killing anything, but decks that concentrate on such strategies are difficult to construct and not very reliable. If you sit on your haunches and watch everyone else play, you're probably going to lose.

The designers, Mike Tinney and Stephan Wieck, also did a very good job in minimizing poor draws. Since you start the game with several cards in play, it's very difficult to get a bad opening hand. Other games have tried to address the "luck of the draw" problem, but most of these systems rely on continuing to draw until you get certain cards. Rage's solution is simple and effective.

However, no new game is without

flaws, and *Rage* is no exception. For starters, the rule book doesn't go into nearly enough detail (there are no examples!), and it often leaves the reader guessing how certain types of cards should be played. White Wolf promises to fix this in the Unlimited Edition.

Another problem is the Moot system.



Rage's Gangrel Ally is a Vampire who has one nasty disposition.

While the fundamental premise is sound, this aspect of the game seems a little underdeveloped. Most of the Moots are pretty much cut and dry, essentially consisting of simple arithmetic.

As is the case with most collectible card games, the player who spends more money has a better chance of winning. The rule book doesn't state anything about deck construction restrictions for casual play (other than minimum sizes), but I strongly recommend playing with the official Rage tournament rules: no deck may contain more than three of any Sept card or two of any Combat card. This keeps decks varied and prevents moneyed players from loading up on some of the more ruthless cards, like Fang Dagger (equipment that allows a Garou to play two combat cards each round instead of one) and Entrail Rend (combat card that does 8 damage, enough to kill most Garou).

Past Lives, ultrarare cards that give Garou powerful abilities, are a neat idea, but too unbalancing. The rules allow you to start with them in play, and there's no limit. What's a midrange player supposed to do when he comes up against a deck that starts with five Past Lives in play? As with Magic's Moxes, there's usually no reason not

to use Past Lives—not a good characteristic for ultrarare cards.

The UV coating on the cards looks nice, but the slick surface makes them difficult to shuffle and even harder to stack. Sports card fans may be familiar with Upper Deck's trademark hologram, but to most people it's just an

ugly silver blotch that takes away from the attractiveness of the card. Do they really think people are going to try to counterfeit a Flak Jacket?

The biggest oversight in game design was the fact that cards get passed all over the table. It can easily become a hassle to determine which cards belong to which players. The best solution we found was to use plastic sleeves with little color stickers to denote who owns the cards. When the game is over, just sort through the playing area to make sure everyone gets their cards back.

Despite a few problems, White Wolf did a pretty good job overall in their first go-around. The transition from the roleplaying game is solid, and the game is relatively inexpensive. A box of boosters lists at under \$50, and one box will give you more than enough cards to make a couple of good decks.

Most importantly, Rage addresses something that many other new card games seem to neglect: the quality of game play. It seems like a lot of new game companies are more concerned with how their product looks than how well it plays. Kudos to the designers or Rage for coming up with an original system that's both enjoyable to play and fun to collect.

-Jeff Hannes



- OverPower

verPower is the new superhero-based collectible card game from Fleer featuring characters from Marvel comic books and television shows. This review is being written based on reading the nearly finalized rules in development and playing with prototype cards. For this reason, we can't really talk about how well the game plays out of a starter pack. There are 384 Over-Power cards, including 39 charac-

ters. We've seen some card art from the game, and, as we've come to expect from Fleer, it's awesome!

OverPower begins when you and your opponent reveal which four Marvel characters you'll be playing. These four characters start face-up on the table. Three characters form your front line and one character stays behind, ready to move up in case one of your characters is knocked out during the game. The reserve character may not attack or be attacked without special cards. When all of your characters are KOed, that's it: you lose.

Each character is rated in three characteristics: Energy, including mental blasts, flames,

magnetism, optic beams, and the like; Fighting, combining fighting prowess, experience, and intelligence; and Strength, because Hulk likes to smash and Thing likes to clobber. The highest number a character may have in any characteristic is eight.

Your deck is made up of cards that your four characters use in an effort to defeat your opponents. There are several types of cards. Power cards can be used for any basic attack or defense. Special cards are especially designed for individual characters, and may be used by

OVER POWER CAROGINE Ve

If you ever wanted to kick Venom's ass, now's your chance.

OverPower

PUBLISHER: FLEER

GENRE: SUPERHERO

RELEASE DATE: August 1995

SET SIZE: 384 CARDS

PACKAGING: 64-CARD STARTER DECKS:

NINE-CARD BOOSTER PACKS

SUGGESTED RETAIL: \$5.95 PER

STARTER: \$1.49 PER BOOSTER

RATING: * * * *

those characters to attack, defend, or affect the game in other ways, like drawing a card. The specials, which include Cyclops' Optic Blast and Dr. Doom's Expendable Ally, really add a lot of flavor to the game.

Universe cards are things like light posts, guns, and explosives, and are used to make basic attacks and defenses more powerful. Training cards let heroes attack with their weaker assets. The Hulk is all strength, but with a training card can make a respectable energy attack. Teamwork cards can unleash devastating three-part attacks. Each of your front-line heroes may combine to try to KO an opposing character in a single round.

Games consist of a series of hands or battles. At the start of each battle, each player draws eight cards, discarding duplicates (see below). Taking turns, each player "places" cards behind each of his four heroes. Each character may have three cards: a power card, a special card specific to that character, and a training, teamwork, or universe card.

The placed cards, along with any left in hand, are used in the battle. The disadvantage of placing your cards is that your opponent may be better able to plan her attack. The advantage is that you get to keep placed cards from battle to battle, whereas cards in hand are discarded at the end of every fight.

Since you only get eight cards at the start of each

battle, the num-

ber of placed cards can be key to victory. If one player has the maximum 12 cards placed, while the other has none placed, the first player would have 20 cards to use during the battle (12 placed plus the eight she draws), while her opponent would only have eight. After cards have been placed, each player makes a wager, or venture, of between one and seven venture cards. Venture cards don't directly affect battles; they're basically just for score-keeping. The first player to win seven ventures wins the game. Should you feel confident in your chances of winning the battle, you'll want to venture more cards. However, if you venture three or more cards on a single battle, your opponent may draw extra cards, which reduces your chances of winning.

After both players have wagered, either may surrender. If you resign, you automatically lose your wager and your opponent wins hers, but you may be able to prevent your characters from being killed and discard a terrible hand for something better. When you do this, be sure to store any good cards you have in hand behind your characters.

After wagering comes the actual battle. The players take turns playing

cards, mostly attack cards, against one another one at a time. For instance, Hulk with a Strength of 8 can play any Strength power card of value 8 or less. If he plays a Strength 7 card against Magneto, Magneto can either take the damage, use a special card to dodge the attack, or defend. To defend, Magneto must play his own power card of value 7 or more to counter Hulk's 7 attack. If the best Magneto can do is an Energy 6 card, then he can't stop the attack and must take the damage.

Why not just load your deck with high-level power cards? The answer to this is one of the keys to deck building. At the start of each hand, you must discard all duplicate cards, including power cards with the same value. So if you get an Energy 8 card and a Strength 8 card from your initial draw of eight cards, you've got to discard one before anything else happens, even before cards

are placed.

If your initial draw is all power cards of value 7 and 8, you'll start the battle with just two cards in your hand. Now imagine your opponent drew one of every power card, 1 through 8. You're about to get your head handed to you!

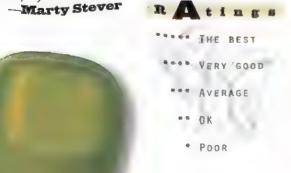
Each successful attack becomes a permanent hit against the character that was attacked. Any character that takes 20 points worth of hits or one hit of each damage typeenergy, fighting, and strength—is KOed.

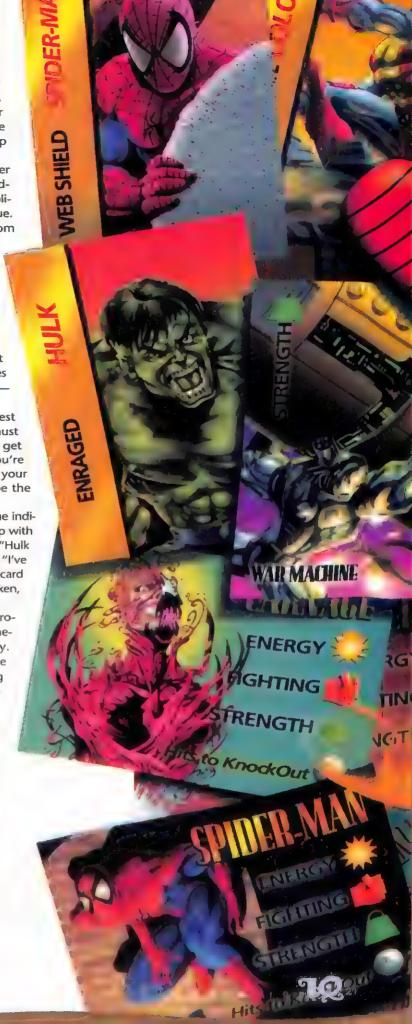
We really enjoyed this game. Perhaps the greatest strength is a real poker element. Each battle, you must carefully watch which cards your opponent is using to get a feel for what's left in his hand. If you're certain you're going to lose a battle, you'll want to concede to keep your characters from taking hits. Your bluffing skills can be the difference between success and failure.

We also enjoyed the cool special cards that reflect the individual personalities of the heroes and villains we grew up with and still love. Who can resist shouting "Flame on!" or "Hulk smash puny human!"? My personal favorite was saying "I've always hated you" as Cyclops used his Optic Blast special card on Professor X. (InQuest Associate Editor Matthew E. Milliken, who controlled Professor X, wasn't so thrilled.)

OverPower has two minor problems. The venture process is a little complex. We would have preferred something simpler, using a pencil and paper if necessary. Second, it's impossible to believe Elektra could hurt the Silver Surfer or the Hulk, even if she blew up a building they were in. These are small quibbles, and once the game started, little attention was paid to Elektra's relative power, as long as she was using those lethal Sais as often as possible.

OverPower gets a high recommendation for its great artwork, excellent playability, and the great bluffing element to the game. This is a game Magic veterans and poker players can love!





- WildStorms: The Expandable Super-Hero Collectible Card Game

uperheroes and villains are always fighting, it seems. In WildStorms: The Expandable Super-Hero Collectible Card Game, they have an excellent reason to put their fantastic powers to use. At stake are key battlesites, the controllers of which get special advantages. WildStorms lets players recreate battles that have already been staged in the popular Image Comics comic books by Jim Lee's WildStorm Productions characters. And, of course, there are always new battles to be waged...

Players combine their character, equipment, combat modifier, and plot twist cards into a deck. The more powerful the card, the bigger the point value printed on it. The basic game limits players to 200 points per deck, and no more than three of any one card with the same name in each deck. (Only one of each character may be in play at one time.) The rules also suggest a minimum 50 cards per deck.

When players choose who goes first, the one who loses gets an advantage: she picks a battlesite for the

-WildStorms: The Expandable Super-Hero Collectible Card Game

PUBLISHER: WILDSTORM PRODUCTIONS

GENRE: SUPERHERO

RELEASE DATE: AUGUST 1995

SET SIZE: 315 CARDS

PACKAGING: 60-CARD STARTER DECKS;

15-CARD BOOSTERS

SUGGESTED RETAIL: \$7.95 PER STARTER:

\$2,25 PER BOOSTER

RATING:

game from her entire collection of cards. Some battlesites give bonuses, like HALO Enterprises, which gives +1 to the defense value of any WildC.A.T.s team member.

Once the game is under way, you draw a hand of seven cards. In later rounds, you draw up to seven cards, or one more if you already have seven in hand. The next step is combat (see below). After combat, players are given 10 points per turn to move new characters and equipment from their hand into a holding area. (As with deck building, you use the point values printed on the cards.) Characters in the holding area may not attack or be attacked, or exchange equipment with other characters.

If you choose to transfer characters from your holding area, you must move everyone out of the holding area, and you can't put any new characters or equipment there this round. Equipment cards are limited to one of any type per character, so characters can't bring in two guns to hand off to another character.

At the end of your turn, you must discard down to seven cards, or you may discard up to three cards if you have fewer than seven. Turns alternate between players until the battlesite is won.

In combat, characters can attack each other using their close-combat skills, their ranged combat skills (which usually require a weapon of some sort), or the unique teamwork rules. Combat cards can be played to modify any of these numbers.

Attacked characters that take a number of points equal to or greater than their defending value are stunned. If they're already stunned, they're

KOed, and if they're hurt once more after that, they're killed. When you KO a character, you get that card's points toward controlling the battlesite. When you reach the number required to win the battlesite, the battle is over.

Let's say I decide to use WarBlade to attack my opponent's Prince Drakken. Prince Drakken's Defense value (D) is 7, and WarBlade currently has a Close Combat value (C) of 6 and a Range value of 5. I play a combat card called Vitals Punch, which gives WarBlade +2 to his C. My opponent plays a Full Defense card, which gives Drakken +3 to his D.

I play a plot twist card, Achilles' Heel, on Drakken, which lowers his D by 2 until my next turn begins. As attacker, I get the tie-breaker in an 8-



8 score, so Drakken is hit and stunned. If I can beat the prince's defense value a second time, he'll be KOed, and I'll get Drakken's six points. There's still a long way to go, since I need to get 30 points to control the Vampire Enclave.

The numerous skills and powers available in this set gives this game a longer shelf life than you might expect. The teamwork rules, which allow you to increase the combat power of an attacking member of your team, add some interesting strategies to the game.

In a Campaign game, a prize card is placed under the battlesite, and play-

ers are given additional points for deck building. These prizes are usually objects that have special powers but may only be used a limited number of times. You then play a series of battles, with each battlesite acquired giving you a number of points toward an agreed-upon total.

For example, HALO Enterprises is a battlesite that requires 40 points to control and is worth 20 points toward winning the campaign. A prize here might be an Orb of Healing with three counters. If you own it, you may remove one counter from the Orb to heal one injury to each of your active characters on the battlefield.

WildStorms plays fairly quickly, and the two types of game play offer radically different deck-construction strategies. A single battle could heavily favor combat cards, while a deck built around healing injuries might be the basis for a long-term campaign game.

The game is well-balanced, and the comic book flavor of the game shows through in the equipment and powers available: these remained surprisingly faithful to their comic book origins.

The weak spot of the game is the heavy bookkeeping involved in scoring points. When KOed characters heal, they negate the points given out for the knockout, and the adding and subtracting can get

Players who don't collect comics might not be able to enjoy the theme. The fact that villains and superheroes can go into the same deck may put off some players.

rather tedious.

Calculating the points value of a deck is time-consuming, but necessary. The game heavily favors decks built around teams: if you have enough characters out, you can easily KO a character or two each round late in the battle. Since the teamwork rules work just fine with heavy-duty characters, some combinations are nearly unbeatable.

The problem with that approach is that all the tough characters cost big points, so you'll have to go with a smaller deck. And the high per-card expense means it'll take a while to get your characters into battle. In campaign play, having a smaller deck means that keeping your characters alive is vital.

Collectors may be interested in chase cards that appear in one out of every nine packs. These chase cards include characters from outside the WildStorm Universe, like Todd McFarlane's Spawn and Sergio Aragonés' Groo.

I should note that I was sent the playtest versions of the cards, and I cannot comment on the packaging and materials that will be sold to the consumer. Overall, though, the game is well-done, and should please both comic fans and card game veterans.



A LOOK AS REAL LIFE BACK IN SHE INDOLE AGES

REALITY FANTASY

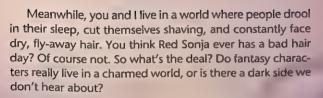
BY ERIC BLACK

henever I see paintings of sword-and-sorcery scenes—you know, barbarians locked in combat with serpent gods, dwarves cleaving orcs with battle axes, all that stuff—I'm always amazed at how well-conditioned everybody's hair is. Have

you ever seen Conan with split ends? I don't know if he takes time out for hot oil treatments or what, but for a barbarian, his grooming is impeccable.

Everyone is always clean-shaven, too. Shape-shifting enchantresses never have armpit hair or leg stubble. Imperial guards, despite their duties fighting off palace thieves and giant spiders, somehow find time to exfoliate and moisturize. And although loincloth-clad warriors are always devoid of facial hair, they're never covered with little bits of toilet paper where they cut themselves shaving. I can only conclude there is much more body waxing going on in fantasy worlds than we read about.

And of course, no one ever has to go to the bathroom. You never see a knight stumbling away from a fire-breathing hydra, scrambling to undo his armor, nor do you ever see a wizard emerge from a tiled room holding the sports pages.



CONAN'S BEAUTY SECRETS

Let's say you were to travel to a pseudomedieval fantasy world, like the one found in *Advanced Dungeons & Dragons* or Ursula K. LeGuin's *Earthsea* books. The people, the places, and the culture are all somewhat familiar, suggesting Europe of the Middle Ages, but mixed in you find wizards, dragons, elves, dwarves, and armor-clad, sword-toting adventurers looking for dungeons to explore. What miraculous things can you expect in such a world?

First off, there's no toilet paper. Making paper by hand is laborious and expensive, and you can bet no one is going around wiping anything with the stuff. Even if you were fabulously wealthy, handmade paper is riddled with flaky, splintery bits of wood pulp that hardly bring the words "quilted comfort" to mind.

What did medieval Europeans do? They used a curved wooden stick called a torche-cul that was usually provided in a basket next to the latrine, I will leave it to your

imagination to decide exactly how one might use a stick for this purpose. Of course, you can always use leaves if the idea of sharing a torche-cul with strangers is more than you can bear. Just keep your fingers crossed you don't pick poisonous ones.

Secondly, there are no toothbrushes or toothpaste. The local residents will suggest you take a hazel twig and rub it around your teeth. When you're done laughing they will say no, seriously, they've been doing that all their lives. At this point, you might notice that many of them, if not all, have had teeth pulled. Medieval physicians knew how to

scrape out tooth decay and make fillings from tone shavings, but tooth-pulling was a far more common solution to dental problems. Those gap-toothed grins could inspire you to set some money aside for a Cure Gingivitis spell from the local wizard.

If you think poking your gums with a twig is unpleasant, wait till you try



WITH THE EXCEPTION OF 'LI'L ARNOLD," YOU'D BE HARD-PRESSED TO FIND ANY BODY HAIR ON CONAN

shaving. Medieval soap was soft and smelly, being composed of mutton fat, wood ash, and baking soda. You'll find it's not particularly effective as far as frothing up into a nice, creamy lather is concerned. You'll also notice the razors aren't very sharp by modern standards. In fact, they bear a disquieting resemblance to carving knives, which they double as. Imagine covering your face with hot sheep lard and scraping a big knife across it and you'll under-

stand why shaving was infrequent in the Middle Ages.

Getting a haircut will be no great fun either. Medieval shears were clunky and inexact. You'll find they're really great at grabbing hair and pulling it out, but only so-so at cutting it. You could try using a knife to saw through your hair, but it's still going to hurt like hell, and you'll wind up with jagged edges. You're better off submitting to the shears, or just going long. If Conan didn't suffer through haircuts, why should you?

OK, so maybe fantasy hygiene isn't what you might have imagined. You're still in a world of enchanted creatures and magical treasure, and there's no reason not to explore it.

GOOD COMPANY AND A HOT MEAL

You wander around the countryside, hoping to glimpse a dragon or a lost temple, but seeing only farm after farm, sheep after sheep, and—oh, look!—farm after farm again. (This is an agrarian society, after all.) After a few hours of

this, you'll probably want to find an inn. Inns are good places to hear tales of battle and plunder, and maybe you'll meet up with a band of adventurers. Besides, you're bound to be hungry and tired by now.

Arriving at a village, you step inside the local inn. You imagined a saloon with swords, featuring gambling, singing, and occasional dueling downstairs, and quaint, private rooms upstairs. Here, however, you find only one room in the entire building-and everyone in it is staring

at you. The floor is packed dirt covered with straw, it's dark inside, and the acrid smoke from the fire is making you cough.

Medieval buildings rarely had glass windows, and this one is no exception. Glass is expensive, and you'll find it used for windows only in well-funded cathedrals. instead,

windows are sometimes covered with oiled parchment. It's not transparent, but it does a pretty good job of letting light in and keeping flies, mosquitoes, and small, winged demons out. More likely, you'll find that the windows are just holes in the wall with wooden shutters. If it's cold out, you can bet the shutters are closed, and the only warmth and light in the inn will be from the fire, which is sitting in the center of the room without benefit of a chimney.

The fire pit set below a hole in the roof through which the smoke can escape... but not before it visits every corner of the room. The roof, you'll notice, is thatched with straw. Straw thatching is a good insulator, but it's highly flammable. It also makes a cozy home for mice, rats, fleas, and all their vermin pals. Since you'll be sleeping on a straw mattress, you'll get to find this out firsthand.

As far as food is concerned, well... The good news is

you won't be eating anything fried. Fat is too valuable to waste on cooking; the locals are saving it to make soap, tallow candles, and axle grease. The bad news is everything is boiled instead. The fare consists of meat (your choice: boiled or salted), bread,



'PARDON ME IGNORANCE, GUVNOR, BUT WHAT'S A TIC-TAC?"

and ale. Since you're among peasants, you might actually see some vegetables, perhaps in the form of a nice turnin porridge or maybe a piping hot parsnip gruel. You won't see any fresh fruit, though. Medieval physicians believed it was bad for you.

By the way, you're much better off eating with the peasants than with the nobility. Apparently believing themselves above nutrition, medieval lords avoided vegetables, and dined almost exclusively on white bread. wine, and exotic meat concoctions like the following recipe for "An Entrayle": "Take a sheepis stomache. Then take uppe the egges hard boyld, and put it in the stom-

ache with salte, and boyle it till it be enough, and serve it forthe."

Mmml Eat it with a spoon so you can savor every drop.

BE AFRAID. BE VERY AFRAID.

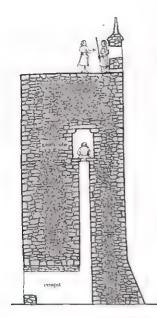
All that walking around and those extra helpings of boiled meat have probably taken the edge off your thirst for adventure. Plus the dour looks from that group of armed men in the corner are a little unsettling. At this point. you would just like to know where the bathroom is and where your



ING. YOU DON'T EVEN WANNA KNOW WHAT WEN'T INTO KING ARTHUR'S FAMOUS THREE-ALARM CHILID

sleeping quarters are.

The inn, like most country buildings, has an outhouse nearby. An outhouse in the U.S. of A. is scary enough; can you imagine what magical hell you'll be walking into? If you're lucky, the innkeeper regularly dumps in charcoal ash to help keep down odors. If you're unlucky, in the



SCIENTIFIC DATA AT ITS FINEST...
DIAGRAM OF A GUY TAKING
A DUMP

morning you'll be assigned the task of cleaning out the cesspool (you're going to have to pay for your food and lodging somehow).

Castle bathrooms are even more fun. Castles usually have latrines built into the walls. Some latrines empty out into the castle moat, an arrangement that's convenient but extremely unhygienic. If there's no moat, the latrines will empty into a cesspool at the base of one of the towers. These cesspools can only be accessed from outside the castle, which means that during a siege, no one can

clean them. A siege can easily last a year.

As far as sleeping quarters go, do you remember the dirt floor in the tavern? Good. That's where you'll be sleeping. Don't bother waiting for a mint on the pillow; heck, don't bother waiting for a pillow. Just fluff up your straw mattress and hope there aren't too many bedbugs nesting inside.

After about one night of this, you're going to start wondering how you can get your hands on large sums of cash so you can live in the heroic style you imagined. Fortunately, the grungy band of adventurers who have been making you feel uneasy have a business proposition.

HOW WOULD YOU LIKE TO LEARN ABOUT PIT TRAPS?

The adventurers are hearty souls complete with the bad skin and bleeding gums caused by a diet heavy in meat and bread and low in vitamin C. They're setting off to plunder a nearby dungeon, and they'd like you to join their party. They need another person, they say, and you fit the bill.

Don't be too flattered. They're not asking because you took that nine-week Let's Learn Jujitsu course at the local minimall. They want you to walk ahead of

them and find out, the hard way, where all the pit traps are. The fact is, any modern combat skills you may have picked up are going to be useless to them.

Summer camp archery, for example, will not prepare you for the longbow. Longbows are six feet tall, and the shafts are three feet long. You have to be tall and strong to use one properly, and you need a lot of practice. If you

just pick up the bow and try to pull the string, you'll injure yourself. The proper technique is to push the bow away with your body while holding the string in place. A good longbow archer can deliver five accurate shots a minute. You and I would be better off using the bow to beat people over the head.

Two-handed swords are tricky, too. They are surprisingly light, weighing only a few pounds, but they are five to six

feet long. This is too large for a human to strap to his back, despite what fantasy novels would have us believe. If you want to use a two-handed sword, you'll be stuck having to carry it, and you'll find it's



ROAD SIGNS IN THE MIDDLE AGES WERE ALWAYS COLORFUL.

very unwieldy. Knights were often killed by their opponents while trying to get such a sword into position for a blow.

Crossbows and polearms don't require much training, so there might be some hope for you there. But crossbows are slow to reload—it takes about a minute to crank the drawstring back into position and load another bolt, if you've been practicing. By the time you're ready to fire, that hobgoblin with the longbow will have turned your chest into a pincushion. Medieval crossbow archers actually worked in pairs and used multiple bows; one archer constantly reloaded, while the other aimed and fired.

If you pick a polearm instead, you'll find that it's a great weapon—as long as you're facing a cavalry charge, for which polearms were designed. Few knights and even fewer horses would be stupid enough to charge into a phalanx of spears.

But when was the last time anyone faced a cavalry charge in a dungeon? Dungeon fighting is hand-to-hand

combat. You might be able to hold an opponent off for a few rounds, but the moment you miss a strike, they'll rush in and knock you silly. Being long, heavy sticks, polearms take a while to reposition. Even if you did face a charging attack-from an enraged land squid, perhaps—a polearm might kill your opponent, but it won't stop its momentum. You're still going to get creamed by all that mass heading straight for you.





MAI NUTRITION WAS RAMPANT IN THE MIDDLE AGES

MAKE MINE STEEL!

Fortunately, the adventurers have the same idea. They're willing to invest in a suit of armor, not so much out of the goodness of their hearts, but because if you die in the first pit trap, they won't have gotten their full

use out of you. And so off you go to the armorer's.

Plate mail, as we all know, is heavy. A suit can weigh anywhere from 60 to 100 pounds. But it's much easier to move around in than you might think. Fully armored knights can not only get up from the ground with ease, they can do somersaults and climb up the underside of a ladder using only

their hands. As long as they're not

exhausted, that is.

The problem with plate mail is that all that extra weight will tire you out very quickly. Even knights in excellent shape sit down when their squires suit them so they won't get worn out just putting on the armor. Bad conditions can make matters worse. At Agincourt, French knights drowned when they fell in the muddy fields and became bogged down. Plus it gets hot under all that metal. You have to wear a quilted undergarment beneath the armor to protect you from it, and heat tends to stay trapped next to your body.

Of course, you can't wipe away perspiration if you're wearing a helmet. You can't see or hear very well, either. Because of this, medieval knights relied on their squires to help fill them in as to what was going on in the battlefield. Tips like "Milord, there's an infantry battalion trying to decapitate you" came in very handy.

As if all that weren't enough, helmets can sometimes spin out of place when struck, effectively blinding you. If you think it's hard adjusting your helmet to get those little eye slits in just the right spot, try doing it while Derek the Chaotic Cleric is whacking you with a mace.

Worse still, helmets can get stuck. A helmet is often worn with a metal collar called a gorget. If either the helmet or the

gorget are bent by a blow, they can lock together. A 12th-century English knight named William Marshal once won a tournament but afterwards could not be found to receive his prize. After a search, he was discovered at a nearby blacksmith's, resting his head on an anvil while the smith hammered at his helmet, trying to remove it without killing him.

Despite all that, you're still going to want the protection a helmet offers; in fact, you're going to want all the protection you can get when you find out what the armor

doesn't cover. Medieval knights were cavalry troops. They were most effective on horseback, and you can't ride a horse very well if your butt and crotch are sealed up with metal. Plate mail, therefore, does not cover these areas. At best, you'll be given a chain-mail belt to help prevent opponents from cutting anything off, but it won't do much for—I hesitate to say it—bludgeoning attacks.

At least, though, it's pretty easy to go the bathroom. Since there's no armor there, all you have to do is pull down the padded trousers underneath and let nature take

its course. Contrary to popular belief, medieval knights did not go around soiling their armor.

FINALLY. THE ADVENTURE

The plate mail's a lot of bother, so you and the adventurers pick chain mail instead and head off into the coun-

> tryside, searching for the clearing where the entrance to the dungeon is said to lie.

> Chain mail is lighter than plate—it weighs somewhere between 20 and 60 pounds—but that's still pretty heavy. It's basically a long shirt, called a hauberk. composed of metal links riveted together. Underneath you wear cotton padding, which the metal links can catch on, making it awkward to move around. Chain mail is great if someone is trying to cut you. But a good solid blow from a battle axe can drive the metal links into your skin, causing nasty infections. Many medieval knights died of wounds that weren't serious in and of themselves, but that got infected with gangrene due to bits of mail being imbedded in their flesh.

Sobering as these thoughts may be, they dissipate when, through a thicket of trees, one of the adventurers spies the clearing. At last, adventure! Magic! Gold!

Suddenly, two imperial guards pop up

and ask your party what they're doing here.

Searching for the clearing, someone says, coyly avoiding the topic of secret treasure.

That's the clearing, the guards say, but you won't be going over there today.

And then you hear the steady sounds of picks and shovels. Through the trees you can see that a large excavation

is underway. Earth has been turned; stone walls and floors have been dug up and set aside; and skeletons, trolls, and beholders are being herded into corrals, along with a rather sad-looking lich. Swords, scrolls, potions, and gold pieces are being stacked into separate piles, where they are counted and assessed before being hauled off in the emperor's carts.

Emperors and kings need a steady flow of liquid assets to wage wars and build palaces, after all. If there were huge quantities of gold lying

YOU'VE BEEN RUN THROUGH! I.I.

FEIGH THE LEFCHES AND YOU'LL BE

UP AND AROUND IN NO TIME."

YOUR SCREAMS WILL BE HEARD ACROSS THE COUNTRY HEY SPIT YOUR GUM OUT CIMON, OUT WITH IT

around in convenient, underground stockpiles, do you really think they would just leave it there?

The imperial guards turn your party away. Reality has struck, taxation has taken precedence over adventure, and there is to be no dungeon-delving today.

Oh, well. It doesn't have to be a total loss. Maybe you can open an electrolysis boutique back in the village to cater to barbarian warlords trying to keep up their hair-free image.

I wouldn't expect them to tip very well, though. Eric Black is a freelance writer living in Las Angeles. He feels bad for the lich.

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And Justice For All

How I hate cheese. You know, being served up a 46-point Fireball that obliterates you and your firstborn. Heck, let's give up on strategy altogether—baseball bats are readily available.

. But you need fear no longer. We have a savior—the ultimate anti-cheese card: Justice.

Filled with Justices and Sleights of Mind, this deck is the equivalent of the M-1 Abrams tank—powerful enough to blast to cinders the first person to throw so much as a stone in your direction.

How does it work?

Simple: you get your opponent to damage himself.

The beauty of Justice is that whenever a red creature or spell deals damage, Justice deals an equal amount of damage to the controller of that creature or spell. So if that nasty Shivan Dragon comes screaming in for 10 points, its master will take 10 as well. It stops red's momentum faster than a train wreck. Yowch!

But Justice is even more than it seems at first glance. Any time a red creature deals damage, its controller takes damage. If that nasty Shivan decides just to sit there and mimic a big, huge, merciless wall, its owner still takes damage when it blocks. Double yowch!

And the beauty of this deck is that you can Sleight

Justice to any color you want in a snap. As long as you hold a Sleight of Mind and Justice is already in play, you can determine which color takes damage at any

time—even in midcombat, which could knock heavily armed opponents out of the game in one shot. What's the strategy with a deck like this?

The key is patience. You play defense and slowly build your forces. Don't tip your hand too soon, and don't put out your important enchantments early—that'll give your enemy more opportunities to get rid of them. (Break this rule if someone is playing black and you fear discarding.)

When you decide to put things in motion, start with a COP and try to get out a Balduvian Shaman. With the Shaman or a Sleight of Mind, you can switch the COP (or Justice) to whatever color you like. But remember, once targeted with the Shaman, a white enchantment has a cumulative upkeep cost of one colorless mana. Eventually, it'll disappear. Try not to get too many people mad at you, especially in large multiplayer games. You may have defense, but it really works best against a single opponent, not an army.

Believe it or not, the Norritts are your real weapon. Their ability to untap blue creatures is fatally effective when used with creatures like the Skeleton Ship and Merieke Ri Berit, but they're even more effective as agents provocateurs. Force your opponent's creatures to attack, block them with your tough guys, and the color-tweaked justice will make 'em pay.







Judginerit Da

Wilhing SPELLS CREATURES 1 River Delta Black 1 Blinking Spirit Blue 4 Swamps 1 Kjeldoran Royal Guard 1 Knight of Stromgald 2 Counterspells 3 Norritts 1 Order of the Sacred Torch 1 Power Sink SIDEBOARD 1 Stromack Cabal 1 Order of the White Shield 4 Sleights of Mind 1 Arenson's Aura (for troublesome enchantments) 1 Word of Undoing 1 Seroph 1 Circle of Protection: Black Blue 1 Circle of Protection: Blue 2 Bolduvian Shamons 1 ARTIFACTS Multigolor 1 Circle of Protection: Green 1 ley Manipulator 1 Glocal Wall 1 Wings of Aesthir 1 Circle of Protection: White 1 Shvft 1 Jesteus Cop 2 Disenchants (vs. heavy artifacts) 1 Sibilant Spirit 1 Zuron Orb White 2 Energy Storms (yes, more anti-cheese!) 1 Thunder Wal 2 Circles of Protection: Red # Glaciers (anti-mountains) LANDS Hydroblast (can't have enough countering) 2 Disenchants Multigalor 2 Icequakes (for those annoying land cards 3 Justices J Marjeke Ri Bent 2 Swords to Plowshares that keep popping up) Skeleton Ship I Land Carl Swords to Plowshores (more creature elimination) **8** Plains I Wrath of Marit Lage (to pin creatures in place)

Magar. The Gothermy is a Wadernook of Witcook of the Local to the Local is a repairmed traderical. Some common traderical by addressing coperadas

Work on summoning the rest of your creatures, and keep 'em on a short rein. Sure, attack when you can, but the idea is to keep these guys around for defense. A lot of the damage you do will come from creatures attacking you, so you need strong blockers.

Your flying defenders are the best, with big leaguers like the Sibilant Spirit, the Thunder Wall, and the Seraph (Egads! More creatures for you if you block and knock them off). On the ground, you have Glacial Wall (a blue Wall of Ice) and Blinking Spirit, the eternal blocker. In the rear, you've got the Kjeldoran Royal Guard (a superior Veteran Bodyguard, since you can choose when to accept the damage from unblocked creatures)—great for those suicide runs you're bound to see as frustration mounts.

Another benefit of the deck is that it's "color sensitive." The 4/2 Shyft can change color once an upkeep, while Order of the White Shield and Knight of Stromgald are both protected creatures who can be Sleighted against a particular color for instant defense or to slip through a defense.

To back all that up, you have countering ability. Stromgald Cabal or Order of the Sacred Torch can be Sleighted to counter a certain color, and already counter white and black. Of course, you've got your standard fare of Counterspells and a Power Sink. The idea is to keep your key enchantments safe and thwart surprise disasters.

To round things out, this deck has some great all-around ice Age cards: Jester's Cap (peek at your opponent's library and remove his three nastiest cards, like Disenchant and the Tranquility-like Essence Filter); Icy Manipulator (good for defense and annoying artifacts); Zuran Orb (you can gobble up land for life at any time, and protect yourself from sneak cheese attacks); and Wings of Aesthir (make your most powerful creature the king of the hill, with flying, first strike, and +1/+0).

Like I said, you have to have a lot of patience with this deck, but it has its advantages. How much better does life get than having an opponent die by his own hand?

Ah, there is justice in this world after all.

THEME DECK THE NON-KILLER DECK

Another Brick in the Wall

"Now you can build an all-wall deck!" was one of the first things InQuest Editor and Killer Decks columnist

Mike Searle said to me when he returned from the Ice Age debut tournament in Toronto.

After skimming through a handful of cards, he yanked out a Pox and passed it me. "Ummm...what does this have to do with a wall deck?" I asked.

"Nothing," he replied, "but how coal is that?" He then proceeded to show me the Walking Wall, a 0/6 artifact wall that, when pumped with three mana, becomes a 3/5 artifact creature that can attack!

By golly, Mike was right. *Ice Age's* Walking Wall, coupled with *Legends'* Wall of Wonder (another wall that can attack) and Fourth Edition's Animate Wall (an enchant creature that allows target wall to attack), makes an all-wall deck possible. Heck, it doesn't just make it possible—it makes your opponent eat her words when she sees you plop down two or three walls and jokingly asks, "What, you playing an all-wall deck or something?"

Note: if your adversary casts a Shivan Dragon and a Dwarven Demolition Team, get rid of the dwarves first, Trust me.

The All-Great Wall Deck

CREATURES

White

3 Walls of Swords 1 Wall of Light

Blue

4 Walls of Wonder 2 Thunder Walls

1 Wall of Water 1 Wall of Air

Ret

2 Walls of Opposition 1 Wall of Fire

1 Wall of Lavo

ARTHACIS

4 Walking Walls

SPITIS

Wiblite

4 Animate Walls

4 Disenchants

2 Swords to Plowshares

Bive

4 Counterspells

Red

2 Meteor Showers

2 Fireballs

2 Stone Hands

2 Smokes

1 Fork

ARTIFACTS

1 Skull of Orm

1 Sol Ring

1 Zuran Orb

LANDS

2 Strip Mines

1 Maze of Ith

4 Tundras

4 Plateaus

4 Volcanic Islands

1 Hammerheim

2 Plains

3 Islands

2 Mountains

Pat McCallum Bricklayer









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Tomfoolery

Peculiar and powerful uses for some of *Magic's* more versatile cards.

What's up our sleeve this month? Two brand-new artifacts from *Ice Age*: Jester's Cap and Jester's Mask.

Just the rumor of Jester's Cap had folks on the Internet in a tizzy, even at a rumored cost of eight to 10 mana. Actually, Jester's Cap costs only four mana to cast, and two to activate. For this price, plus the sacrifice of the Cap, you get to look through any player's library, pull out the three cards you like least, remove them from the game entirely, and then reshuffle the deck.

When playing against a new opponent, the chance to look through and see what cards are in the deck could be extremely worthwhile. You can plan your play

strategy much better if you know what cards are likely to be showing up.

To avoid wrecking the game, though, I strongly recommend taking a tip from the Star Trek: The Next Generation Customizable Card Game: make a house rule limiting the time for these examinations—say, two or three minutes max. Otherwise, you could be sitting there for an hour or two while a new player with a Jester's Cap reads through and puzzles over every single card.

The real benefit of the Jester's Cap, though, is the chance to detune your opponent's deck. Don't like out-of-print spoiler cards? Pull out Time Walk, Timetwister, and Ancestral Recall, and even up the odds a bit. Relying heavily on your enchantments?

Pull three Tranquilities or Disenchants. Playing a land-destruction strategy? Take out three of the type of land your opponent is shortest on.

Doing this once may or may not make a difference, depending on how balanced the deck is; most of the benefit is probably psychological, not statistical. But if you have several Caps, or can recycle one using Reconstructions, you can cause serious headaches. For major abuse, use an Argivian Archaeologist and recycle the Cap every turn! It won't take long to reduce a carefully honed, tournament-winning deck to a near-useless mess.

You can also use the Jester's Cap on yourself, just for the chance to reshuffle and tune your own deck a bit by removing cards you don't want. This will rarely be as helpful as using it on your opponent, but if you've used one of the cards that let you peek at the top few cards in your own library and you don't like what you saw, it's definitely worth considering.

Jester's Mask is similar, but instead of hurting your opponent's future draws, you get to ruin her current hand. It costs five to cast and comes into play tapped. Once you've untapped it, for a measly one mana you can sacrifice the Mask to take an opponent's hand and library, examine both of them, and then construct a new hand, with the same number of cards, out of whatever will be least useful. (No, you can't use this one on yourself—get real!)

If you get a lucky draw of a Jester's Mask and enough mana to cast it in the first turn or two of a game (two Dark Rituals or Mana Vaults will work), you've probably won. Simply give your opponent a Mulligan-type hand with no land and all of the highest-casting-cost spells in the deck. This will slow his development to a near standstill.

But such a draw is unlikely; more often, you'll not be able to cast the Mask until the midgame, when everyone already has four or five lands in play. By that time, players with fast decks will usually have few or no cards left in their hands, so the Mask won't do you much good, except for the chance to peek at the library.

But if you're up against a player using mostly expensive spells, or a blue "permission" deck player holding a fistful of counterspells who made the mistake of tapping out, they probably won't have cast much yet, and you can still ruin their day. Just give them a nice hand made entirely of basic land.

To add insult to injury—or maybe vice versa—play a Black Vise first. If you're playing land destruction, of course, stick with the no-land, high-casting-cost hand even in midgame.

Jester's Mask plus Mind Twist is a truly evil combination: fill your opponent's hand with the best cards in the deck, then Mind Twist them away.

And if an opponent complains about either of these cards, just give your silliest grin and ask, "Can't you take a joke?"

Comes into play tament
Los Sacrifice lesser's Cap to took
through target player's library and
remove any three of those cards
from the game. Reshuffe that
through target proper interrugable as well as
their recedures;
their recedures;
Arcum Dageston, Solikeri Machmist
Arcum Dageston, Solikeri Machmist

The joke's on your opponent

when you use these two

powerful ice Age cards.

park, M., and the Mailios and Solene section in the Magic Pocket Player's Quide, and answers questions on CompuServe as a Wolf representative.

Stumpers

Solving tough gaming questions for Magic: The Gathering.

Q: If I attack with Marton Stromgald and a bunch of other creatures and my opponent casts Sandstorm, killing Marton during the attack but before any damage in combat is dealt, do all my other creatures retain their banuses?

---T. Belladone, Gulport, MS

A: The text says, "If Marton Stromgald attacks, all other attacking creatures get +"/+" until end of turn..." If he taps to attack, the creatures get the bonus until the end of the turn. The bonus will decrease for each creature the Sandstorm kills.

Q: How do you pronounce Fylgja?
—F. Mast, Bay City, MI

A: This word is Scandinavian in origin. Pronounce this as "FILL-yo."

Q: If I have the Snow Hound out but no other creatures, may I use the Snow Hound's special ability just to bring him back to my hand?

-S. Markowitz, West Lafayette, IN

A: Nope. You must have a target blue or green creature available as well

Q: If I put Errantry on multiple creatures, may they all attack?

—K. Jordan, Ormo, WV A: Uh-uh, only one.

Q: If I cast Updraft on a creature after it's blocked by a Woolly Spider, does the Spider get its +0/+2 bonus?

-W. Jodice, Philippi, WV

A: The Woolly Spider checks to activate its bonus when blocking is declared Since the attacking creature didn't have flying when blocking was declared, it doesn't get the bonus

Q: If you're attacked by a Lured creature, may you cast Panic on one of your own creatures so it doesn't have to block?

—H. Goodwin, Canfield, OH

Q: If I Magical Hack Reality Twist to have the word "plains" read "mountains"

then the card reads that mountains produce both and . So which color does it produce?

-V. Bennet, Wenonah, NJ

A: Beleive it or not, the folks over at Wizards of the Coast never thought of Hacking the Twist (Hacking the Twist? Sounds like a Chuck Berry song), and as of yet have no solution for this dilemma. We'll try and aet an answer for next issue.

Q: How does the Mountain Titan card work? Do you have to spend two red and one other mana every time a black spell is cast, or do you pay that activation cost once? And are the +1/+1 counters permanent?

--- M. Croci, Pensacola, FL

A: Pay the activation cost once each turn you want to use its ability. The counters are permonent

Q: May you sacrifice the goblin tokens created by the Goblin Warrens to make more goblin tokens?

—G. Fray, Richmond, VA

A: You betcho

Q: When you put a spell on the Ice Cauldron, can your opponent counter it?

-A. Formon, Montebello, CA

A: Nope—that's using an artifact ability, not costing a spell. He can counter it by using a Brown Ouphe's ability (in which case the spell stays in your hand and the charge counter never appears), or he can counter your casting the spell when you take it off the Cauldron

Q: I have a Chaos Lord in play, and during my upkeep there are an add number of permanents. My opponent Disenchants an artifact, making the total number of permanents even. Since I control when things happen during my upkeep, may I count the number of permanents to determine where the Chaos Lord ends up before the Disenchant resolves?

—E. Gillikin, Los Angeles, CA

A: Sure can

Q: An incoming Keldon Warlord is bearing down on me along with all my opponent's other creatures, two 1/1 guys. If my White Knight blocks the Keldon and my War Mammoth kills one of the 1/1s, what happens to my White Knight?

-T. Smith, South Bend, IN

A: The White Knight and Keldon Warlord both die. During resolution of the first strike, the White Knight does two points of damage to the Warlord. The Warlord is currently a 3/3 creature, so it lives. During resolution of normal combat, the Mammoth kills one of the 1/1 creatures, and the Warlord does three points to the White Knight. When the 1/1 and the White Knight both go to the graveyard, suddenly the Warlord is a 2/2 creature with two points of damage applied to him! So he goes to the grave too.

Q: I tap Arena and choose my Land Leeches. My opponent chooses his Grizzly Bears. Does the first strike knock off the bears immediately, or do they still do their domage like the card says?

-B. Gillotti, Lake Mary, FL

A: First strike has no effect in the Arena. The Leeches die too. (Also note that a Basilisklike obility does not work in the Arena either.)

Q: If Farrel's Zealot is enchanted with Farrel's Mantle, may it attack once and assuming it isn't blocked—do three damage to one creature and four to another?

> —T. Espasandin, Modesto, CA A: Yup.

Q: If my Dread Wight is killed several turns after it's pot paralysis counters on some creatures, do the counters remain?

> —S. Joya, Matthews, NC A: They sure do.

Q: Can an interrupt beat a fast effect? Can you Red Elemental Blast a Prodigal Sorcerer before he can deal his point of damage?

-J. Vara, Lancaster, CA

A: Once an effect with an activation cost is activated (tapping the Prodigal Sor-



A Lured Basilisk heading your way? Learn a new way to keep one of your uniapped creatures safe from harm.



Hmm...Nathing like a

cerer is a cost), it always happens assuming its targets remain legal. Tim will die, but will still cause one point of damage.

Q: Can a Maze of Ith stop the Serra Angel? —M. Wilkon, Bloomington, IN

A: There's a new ruling on this. Under Fourth Edition rules, you should be able to determine whether a target is valid simply by looking at the text on the card being cast. If you can find a legal target for an effect, then you may play the effect on that target. Since Maze of Ith does not say "target untapped creature," but says "target attacking creature," you may use it on a Serra Angel. Although it can't execute the untapping, it can execute the rest of its effect.

Q: What if you only have three creatures in play when you cast Hecatomb? The spell fizzles, but are those creatures sacrificed?

-B. Jessup, Burbank, CA
A: The creatures are toost.

Q: Can you use Nature's Lore to retrieve a dual land (Bayou, Savannah, and so on) from your library?

—F. Jenks, Greenwich, CT A: Nope.

Q: When can you sacrifice a snow-covered land to return Whiteout to your hand?

-R. Odell, Austin, TX

A: Any time you can use fast effects.

Q: Does a blocking creature with protection from black or red take damage from an attacking black or red creature when Ghostly Flame is out?

-K. Wallach, Portland, OR A: Yes indeedy.

Q: The new Icy Manipulator card does not say, "No effects are generated from tapped permanent." Does that mean if I tap my opponents's land it would add a point of mana to his mana pool and he would take a point of "mana burn" if he doesn't use it?

—B. Matzelle, Sinking Spring, PA

A: A card tapped by an outside spell or effect does not generate anything. Regardless of what the Ice Age Ice Manipulator says, that's part of the rules.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at InQuestMag@aol.com or write to:

STUMPERS c/o Inquest 151 Wells Ave.

Congers, NY 10920 Include your full name, address, and phone number.



Q: How does bluffing in combat work?

A: You can play any combat card of any rage during combat, but there's no guarantee that it'll work. If the Garou's rage equals ar exceeds the rage value of the combat card, the card will work as normal. If the card value is higher than the Garou's rage, this is a bluff. The combat card will only work if all of the other cards played that round are also bluffs, or if it is the only card played. If a bluff fails, the card is simply discarded with no effect.

Q: Can a character in frenzy use cards from your regular combat hand during combat, or can he only use the cards in his frenzy hand?

A: When a character goes into frenzy, that character gets an additional number of cards equal to his rage. These cards may only be used by that character, and they are discarded when the current combat ends. However, the character may use cards from your regular combat hand as well.

Q: What happens if I manage to get enough Renown to win the game, but during the combat phase somebody kills my last character. The rules say I'm out of the game. Does this mean I lose?

A: Just because you're no longer actively involved in the game doesn't mean that you're completely eliminated. If you have enough victory points to win at the end of the fifth phase, then you win, regardless of how many Garou you still have.

Q: Suppose one of my Garou in Crinos form takes lethal damage during combat. Can I play Mother's Touch to remove some damage before the Garou dies, or is it too late?

A: It's too late. The damage card is removed, but the Garou's status has already changed to dead, so the Garou still dies.

Q: Do I still get the victory points for an Umbral Quest if I manage to pull my Garau out of the hunting grounds before two full turns?

A: If you can protect your Garou using a card like the Environmental Activist, you still get the victory points for the Umbral Quest.

Q: One of my Garou is equipped with an Elder Stone. May 1 get three extra votes and then discard the Stone for an additional 10 votes after everyone has voted?

A: You may only use one of the Stone's bonuses, not both. These votes must be used at the same time normal votes are used.

Q: How the heck does Alias, the Glass Walker Gift, work? Does it copy the breed form or Crinos form of the Garou who uses it? If it's the breed form, does it turn into Crinos when it takes damage equal to its rage? What if the original Garou's stats are modified by some Gift like Whelp Body? Help!

A: The Alias copies whatever state the Garou is currently in, and it cannot change forms later in the game. The only modifiers that apply to the copy are global effects such as the Lunar Phases.

Q: What does Silhouette do if the character with the highest Renown is protected by something like the Flower of Aphrodite? Does she attack the next-highest character, or does she simply lose her attack?

A: Silhouette attacks the most-Renowned character that she is legally allowed to attack. Since she can't attack a character protected by the Flower, she would move onto the next valid target.

For answers to additional *Rage* Stumpers, call Justin Achilli at the *Rage* Hotline: (404) 292-WOLF. It's open from 9 a.m. to 5 p.m. on the East Coast, Monday to Friday.



Ah Mother Gaea, she's got that magic lough...but is it magic enough to thwart certain death?



Mirror, mirror on the
wall...now wait a sec. Just
how the heck does the Alias
card work anyway?



Mmm, is that the smell of wet fur? Not quite, but the scent of the Flower of Aphrodite is more than enough to keep the bedbugs away.

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InQuest Contest!!!

Ah, mana. The great double-edged sword of *Magic: The Gathering*. You need it to play, but after you get a certain amount, it's kinda useless. You keep getting more and more mana that you really don't want. So what the heck can you do with all these extra cards?

You tell us!

We need ideas—what can you do with all your extra mana cards? Shred 'em up and stuff a *piñata* with 'em? Duct-tape them together and make a boat? Sew them into a big *Magic: The Gathering* quilt? You tell us. Give us your most creative way to rid yourself of the scourge of extra mana. The inventor of the coolest idea will walk away with something nifty.

Fill this sucker out, attach your entry, put it an envelope, and send it to:

Must... Destroy... Mana in Quest Contest,

c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

The Legalese

No purchase necessary. Contest is open to anyone except employees of Wixard Press and their immediate families or anyone who gives us a "Mana from Heaven" joke. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index cord and attach it to your entry. Enter as many times as you like Mail each entry separately to: Must...Destray...Mana InQuest Contest, c/o Wizard Press, P.O. Box 118, Cangers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All toxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the name of contest winners and are not transferable. Only one version of each special land, which will be chosen by Wizard Press, will be given away as the prize. Offer void where prohibited, regulated, or restricted by low in a manner inconsistent with the purposes and rules hereof. Hal Faoled yal There's no silly-ass quip here! All entries must be received at contest headquarters by September 29, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by Wizard Press based on creativity from all properly completed entries. Judging will take place on October 16, 1995. All decisions are final. Give us a problem and we'll whip your ass.

For a list of winners, available after October 16, 1995, send a self-addressed stamped envelope to: Must...Destroy...Mana *laQuest* Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

This contest is sponsored by us, hot dammit, and you'd better appreciate it.

Grand Price (One winner)

One lucky reader, whose idea we think is the best, will receive something he or she can really use—a set of 68 special lands. Year, we rounded it off to a nice even number, so you'll get all the special lands to date like Library of Alexandria, Strip Mine, Pendelhaven, Dwarven Hold, plus all the Ice Age lands, including snow-covered lands — but you don't get the ever so-lame Sorrow's Path (trust us, this is for your own good).

Zonk! (One, uh winner)

Another reader, whose idea we think is the worst, will receive all the extra mana we can find and Sorrow's Path. That's right, buckaroo—we're gonna gather up 53 metric tons (or so) of worthless, chessy lands, throw 'em in a box, and send 'em to your house. And don't give us any crap about it or we'll come over there and give you a wedgie. Remember, we have your address and we can read a map.

Deadline is September 29, 1995

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White Zombie or Monster Magnet?

Meet fantasy artist Christopher Rush

Vital Stats

Name: Christopher Rush

Birth: April 4, 1965, in Long Beach, Calif.

Occupation: Artist

Base of Operations: Wizard

of the Coast, Renton, Wash.

Career Highlights: Being a part

of Magic: The Gothering

izards of the Coast has given Magic: The Gathering artist Christopher Rush several job titles and responsibilities. As the lead graphic designer for Magic: The Gathering, he develops the logos and packaging for Magic products. He's also the art director for WotC's upcoming Netrunner card game (based on R. Talsorian's Cyberpunk). When wearing that hat, he assigns and organizes the game's artwork. In his free time, Rush also freelances out of his home.

Rush considers the clean styles of Alphonse Mucha and J.C. Leyendecker to be two of his strongest influences. Often called the Father of Art Deco, Mucha specialized in stylized, commercial work in the '20s that often consisted of line drawings with pastel backgrounds. Leyendecker, who

Top: A sketch of Ruen, a planeswalker

Below: Eron the Relentless from the Homelands expansion set for Magic: The Gathering

Inset: Rush himself



worked in the '30s and '40s, boasts a slick, squarish painting style that caught Rush's eye.

"I could also credit countless fantasy and comic artists," Rush adds. "Fortunately, I have gotten to meet, work with, and learn from many of them." These artists include Don Maitz and Michael Whelan, both known for their fantasy book covers, and Barry Windsor-Smith, a comic book artist who worked on Marvel's Conan and the Weapon X serial in Marvel Comics Presents, and Image's current WildStorm crossover.

Rush's first professional work was an antishoplifting sign for Wally's Book and Comic Exchange in Kirkland, Wash. Since then, he has done everything from comic books (a vampire story in Chrome Tiger's 1987 *Menagerie*) to commercial advertising.

"I love card games because they are illustrationspecific...and, of course, the color," Rush says. "I would also like to do illustrations for magazines and books. One thing I like about fantasy art is that it gives me more freedom than any other industry or genre."

When asked what he sees himself doing in 10 years, Rush says, "Hopefully exactly what I'm doing right now. However, I also have a high interest in electronic media, especially 3-D rendering and multimedia."

Top: Unpublished illustration of a priest
Middle: Ihsan's Shade from the *Homelands* expansion set for *Magic*Bottom: Painting for *Dark Sovereigns* expansion set for *Yampire: The Eternal Struggle*Background: Sketches of Ruen's staff



Favorite work of your own...

That changes a lot. So far it changes with every set I work on. There's a piece in the next *Magic* release, but I can't talk about it. I guess it would be Order of the Ebon Hand from *Fallen Empires*.

The one person you'd like to meet...

Leonardo da Vinci, because of the way his mind worked, the way he looked at the world and tried to figure out every aspect of it. And, for the most part, I think he got it pretty right.

Most embarrassing moment...

Waking up in a field wearing nothing but a blanket.....I won't fill in any more of that.

Things you collect...

Besides Magic cards? Actually, the only other things I really collect are prints from artists I admire—or any new artists that I haven't noticed before.

Favorite television show...

Today I would have to say X-Files. Mostly because of the supernatural and mystery, and because you don't get all the answers at the end of the show.

Most recent trick-or-treating costume...

I was a pirate. I hope the next question isn't going to be when that was.... Thave an excuse. It was a couple of years ago. I took my daughter out, and I didn't want her to be the only one in a costume.

The last good book you've read...

Tigana by Guy Gavriel Kay. I liked the portrayal of the characters—the fact that they were real. Many artists and writers can create fantastic creatures and cultures, but to make them live and breathe: I think that's vital for a writer.

Favorite roleplaying or card game...

I guess it would be boring to say Magic, though I really enjoy it. With roleplaying games, I don't think it really matters. It's portraying the roles, not putting the numbers together. I really enjoy roleplaying, and I use parts of many systems in my games.

Favorite fantasy character...

Thomas Covenant [from the two Chronicles of Thomas Covenant series by Stephen R. Donaldson]. He's such a complete rat-bastard, and I hated him the entire time. But I sure kept reading.

The people you'd most like to work with...

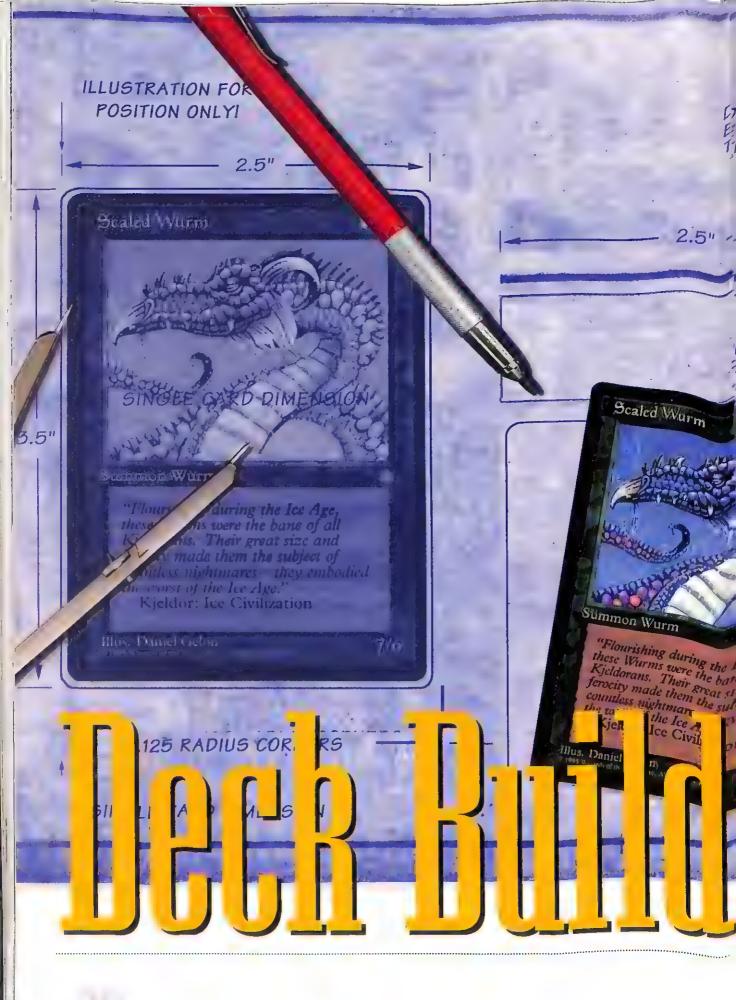
I think Industrial Light and Magic—if I had to choose something I wasn't doing right now. Mostly because they do so many things. As a freelance artist, you may do a lot of work one day and have nothing the next. Not only is ILM the best, but they have tons of jobs coming to them. There would always be something to do.

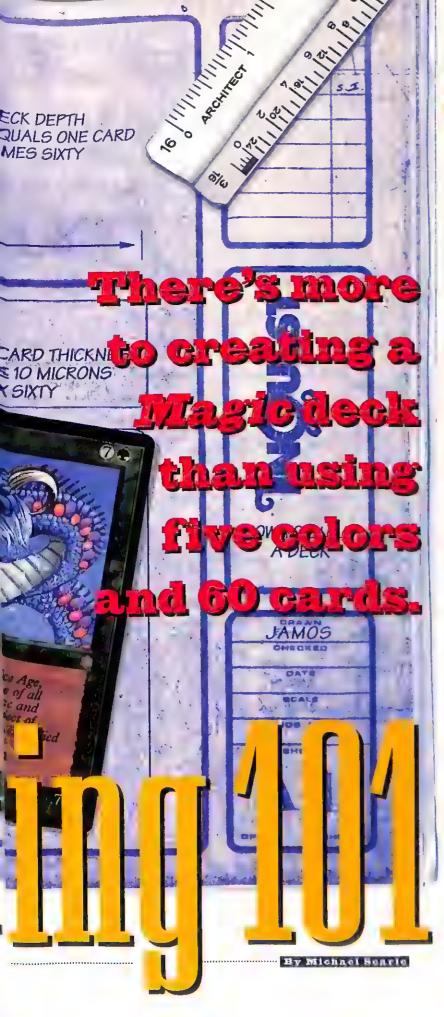
Favorite musicians...

Vivaldi, Front Line Assembly, and Peter Murphy. I like the different range of styles and sounds. It's hard to say that I like any one type of music. If I hear it, I either like it or don't, These are the most vibrant that I've heard recently.

If you were an all-powerful wizard, what you would do...

I would probably build the world that I've been creating on paper and in my mind ever since I became involved in fantasy.





traight outta the cellophane, that first Magic pack can be a great, big confusion of colors, weird pictures, and even weirder text. Sure, it's fun to break open a starter deck, shuffle it up, and play against the first boosterless opponent who comes your way, but eventually you'll want more.

Whether it's to play your usual Magic gang or a brand-new set of tournament duelers, you'll probably want to know how to turn your card collection into winning, fun-to-play decks. You can learn how to do this using some basic formulas. No matter if you want a well-tuned machine or a wacky theme deck, these principles of deck building will help make you competitive in any league.

I. The Concept: Brainstorm an Idea

Sorry, the *Ice Age* card won't help you with this. You're gonna have to use your own noggin to figure out exactly what you want. Think of a concept for the deck: anything from the colors you'll be playing (perhaps white and black) to the theme you'd like (a shapeshifting deck, for instance). For this article, we'll be building an all-commons deck.

II. The First Cut: You Don't Want the Encyclopedia Dominia

Your next step on the road to a new deck is to examine all your cards and pick the ones you think will work with the deck. It's important to read the cards—there's bound to be a few you'd forgotten about or unjustly neglected.

But avoid the *Encyclopedia Dominia* approach of selecting at least one copy of every card you own, A through Z. Take only cards that fit strongly into your concept, or powerful cards in the colors you're using.

The key question is: What do you want your deck to do? If you're looking for a speed deck, you want mana-generating creatures, spells, and artifacts (Fyndhom Elder, Wild Growth, Mana Vault). If you're looking for fast-strike offense, you may want some direct damage (Lightning Bolts, Storm Seeker) or quick, low-casting-cost creatures (so-called "weenies" like Savannah Lions, Scryb Sprites, and Merfolk). Make sure you have a weapon against every type of permanent: land (destroyed by Stone Rain), enchantment (Tranquility), creature (Lightning Bolt), and artifact (Crumble).

Don't get blinded by "Must...have...four...
Serras!" fever. Remember the cards that have plagued you in the past, such as Maze of Ith or Goblin War Drums, and make sure your new deck can handle them.

For this article, I built a common deck, with the theme of accessible cards—nothing rare or uncommon—so all the cards in it should be relatively easy to find, especially since *The Dark* is the oldest set represented here. (Not to toot our own horn too much, but all I did was scan down the rarity column in the *InQuest* Players Guide to see what cards were available. It was a snap.)

UI. Grunching It Down, Part 1: 214 is Too Many

If you're like me, you'll probably have a 214-card deck at this point, and you want one in the 60-card range. To help weed out extraneous cards, sort your big pool of cards by color, then by spells and creatures (if you're playing a creatureless deck, make your own sorting rules), and sometimes even further by offensive, defensive, and miscellaneous capabilities.

A good rule of thumb is to go with a varied group of cards to give your deck flexibility. With this in mind, chuck out any duplicate cards. I know it's hard not to keep two of everything, but you'll still have the same ratio of really good cards as before; your deck will simply be smaller and more concise. If a creature or spell seems just too valuable to ditch, keep two in there. If it's absolutely crucial (i.e., the Atogs in your Atog deck), put three or four in-but I rarely go above three.

I had to make some tough choices when designing this deck, especially since it has such a big scope: anyone who's bought a binder and stretched the plastic pockets knows there are more than a few commons! I decided to go with two main colors; any more would be suicidal without special—hence rare—lands. I chose green for its mana producers and excellent creature array, and blue for its cheap countering ability and powerful complementary spells. I slipped in just a hint of red in the form of a few creature elimination/direct damage spells (not that I condone cheese, mind you).

IV. Crunching It Down, Part 2: On the Road to the Finals

After more teeth-grinding and temple-knocking, I condensed the deck yet again. Don't be discouraged if your discard pile looks like a world-caliber deck—think of it as the next challenge you'll tackle once this deck is working.

After about an hour, I had the general outlines of the deck I wanted. These were my semifinalists for green:

22 CREATURES

• 13 Low-Level Guys

8 green-mana-generating Llanowar and Fyndhorn Elves

1 artifact-eating Scavenger Folk

1 artifact-stopping Brown Ouphe

1 always-useful Fyndhorn Brownie

2 red-mana-producing Tinder Walls

5 Midrange Creatures

1 trampling War Mammoth

1 first-striking Land Leeches

3 Balduvian Bear

1 Grizzly Bear

1 Woolly Spider for air defense

4 Powerhouses

1 Scaled Wurm

1 Craw Wurm

1 pumpable Folk of the Pines

1 Durkwood Boors

10 SPELLS

• 7 Defensive

1 Crumble

1 live-giving Stream of Life 1 Fog for nasty surprise attacks

2 Spore Clouds for your counterattack

1 creature-preserving Regeneration

1 anti-enchantment Tranquility

3 Offensive

3 Giant Growths good for offense and defense

How did this pool of green cards evolve into my final green lineup? Glad you asked.

One-third of your deck should be creatures, another third should be spells, and the last third should be land. Simply put: in a standard, trim, 60-card deck, 20 is the magic number. There should be about 20 creatures, spells, and lands each in a 60-card deck. (Put slightly more mana in a tournament deck.)

Remember that the chance of drawing any given card decreases with each card you add. If you must go higher than 60 cards, try to keep the number of creatures, spells, and lands even—that way the odds of getting a useful card stay relatively even.

Of course, that's only if you want balance. If you've got a theme that's heavy on one type of card, or if you're just look-

ing for a challenge, heck, build a horde deck with 40 creatures or an artifact deck with 35 machines and go to town.

A. Creatures

Creatures are usually the first card type I look at, probably because it's the easiest type to evaluate. Based on their power/toughness, I break the creatures down into three categories: low-level (1/1s and 2/2s), midrange (3/3s and creatures with high toughness and low power, or vice versa), and highpower (4/4s and above).

Usually, you're looking for a mix of low to high power/toughness critters. Why? Well, the more powerful a creature, the more it typically costs to cast. Think about it: you want big creatures, but you want to get some creatures—practically any creatures—

When you're choosing creatures, take their abilities into consideration. The Woolly Spider's anti-flier capabilities are clutch; mana-producing Elves boost your power supply tremendously; and a Brown Ouphe provides an important defense.

Remembering the rule of around 20 creatures per deck, I had to whittle down the green guys in order to fit in blue and artifact cards. Trampling and first strike are nice, but something had to go, so out were War Mammoth, Land Leeches, and the regular 2/2s, the Balduvian and Grizzly Bears. The sole midrange survivor was the Woolly Spider.

The powerhouses stayed as is, since I should be able to bring in the big guns fairly quickly with the help of the mana-generating Elves (thus mostly eliminating the need for midrange creatures). Still, I had to drop down further, and eventually decided on 16 total green creatures by cutting out two Elves. That left room for two artifact creatures and three blue creatures, bringing my grand total to 21.

B. Spells

Spells always seem to cause me grief, probably because it's more difficult to determine which has more bang for the buck. Instants and interrupts are fantastic, since you can use them at any time. Sorceries are generally more powerful, but have the drawback of only being playable during your turn. Enchantments are nice, since they stay in play and can help your cause for a long period of time; however, you might have to deal with maintenance costs, and always have to worry about protecting them.

In this deck, I chose all the green spells for their combat capabilities (Giant Growth, Spore Cloud, Regeneration) or their defensive abilities (Stream of Life, Tranquility); there were no cards with "miscellaneous" abilities like Regrowth. Blue was a little tougher. Before I even started getting down to the nitty gritty, I was forced to discard Flight, Flood, Unstable Mutation, and Unsummon, plus a slew of duplicates.

The final count brought in some countering and four allpurpose spelis (two Rays of Command, Twiddle, and a Brainstorm). I needed creature elimination badly, so I threw in three Lightning Bolts and two Fireballs. Since I had only minimal room for mountains, it was a little risky to introduce another color, but the red-mana-producing Tinder Walls helped me stay on track.

C. Lands

Generally speaking, land should comprise a third of your deck—20 cards in a 60-card deck. To figure out how much land you need, count up the cards in each color and divide that number in half (round up). If you have 22 green cards, you'll end up with 11 forests in there, or a third of your 33 total cards.

Repeat this for all the colors in the deck. Although this process really works—trust me—you may have to make adjustments. For example, this deck only has six red spells, but I put in four mountains to improve my chances of having red spells and red mana at the same time.

As with lands, you should count up your artifacts and divide the number in two, addding that many special lands or whichever mana you think you'll need most.

In a tournament deck, you want to make sure that you get enough mana, and that you get it early. Your general formula should be 24 lands and 36 creatures and spells for a 60-card tournament-legal deck.

D. Artifacts

Artifacts, which use colorless mana, can easily be worked into any deck-just find ones that complement your deck at a rea-

Most of the time, you'll want to pick your artifacts around the same time as your creatures and spells, so it's easier to calculate the land you need. But with this deck, there were so few common artifacts that this was the last type of card I considered. I just went with two creatures with neat special abilities, Clay Statue and Yotian Soldier.

Whatever you do, don't start throwing in artifacts just because you think they'd be cool to play with: I've seen many a potentially good deck badly diluted by too many artifact afterthoughts. Sure, Ornithopter's a cheap blocker, but there are a lot of situations when that's the last card you want to draw from your deck.

V. The Check: Striving for laner Harmony

I've got a checking method I use when I finish a fresh deck. Shuffle the deck thoroughly and deal yourself several seven-card opening hands to see what you get. Use a piece of paper to keep track of how many lands, creatures, and spells you deal. A good balance is three creatures, one or two spells, and two to three lands. You should be able to cast at least one card from your opening hand by the second or third turn.

Even after all this work, your deck is still in its "raw" stage. There are some questions you now have to ask yourself, for no matter how thoughtful you were while designing, you probably didn't get it completely right the first time around.

Is the deck doing what you thought it would? Are all the creatures and spells as useful as you thought, or do some cards sit in your hand because they're too expensive or simply not helpful? Does your deck have the tools to take on an assortment of opponents? If you can honestly answer yes to all these questions, you probably have a solid deck.

VI. The Deck: Into the Frav

Practice makes perfect, so most of your definitive answers will probably come after playing real opponents and strong decks. Don't get down if your deck doesn't work right away-the best way to make a deck better is to learn its weaknesses, identify the cards that give you problems, and plug in cards to cover those gaps. In play-testing this "Just a Buck" deck, I found it was easy to cast cards, and the hands I drew had a good repertoire of spells each time out.

Oddly enough, combinations you never thought of before will come to you as your deck begins working as a team. When a defending creature is tapped with Twiddle, it doesn't deal damage in combat—frequently dying at the hands of but not even scratching your creature. Using the Krovikan Sorcerer's special ability right before your turn lets you trade the extra land you've been holding on to for a new card. If your pumped-up Folk of the Pines can't quite knock off a much bigger enemy creature, using that spare mountain on a Lightning Bolt might do the trick. Untapping Woolly Spider with the Fyndhorn Brownie lets you swat down that pesky Mesa Pegasus.

The list goes on. Keep your mind open to the possibilities within your deck... and those outside it. There's always another deck idea on the way!

The Deck Builder's

Six steps to thinner, stronger decks.

- I. The Concept. Brainstorm an idea for your deck.
- 11. The First Cut. Examine all your cards and select the ones you think will fit into your theme or help your deck. Pick cards because of their usefulness, and make sure you can combat every kind of permanent; land, enchantment, creature, and artifact.
- III. Crunching It Down, Part 1. Sort your cards by colors; by spells and creatures; and by offensive, defensive, and miscellaneous capabilities. Keep a varied group of cards on hand to give your deck flexibility, but start chucking duplicates unless they're integral to your concept.
- IV. Crunching It Down, Part 2. Cut, cut, cut! Usually, one-third of your deck should be creatures, one-third should be spells, and one-third lands. In a 60card deck, that means 20 of each type; in a tournament deck, put in at least 24 lands to ensure you get the right mana quickly. The order in which you evaluate card types depends on your desc.
- A. Creatures: Get a mix of low-level, midrange, and powerhouse creatures. Remember, abilities and casting cost count along with power and toughness!
- B. Spells. Sort these by offensive, defensive, and miscellaneous abilities, then choose the most useful ones.
- C. Lands. Count up the number of cards in each color, divide by two, and put in that many lands, rounded up, of the appropriate color. For artifacts, add special lands or the mana you need most.
- D. Artifacts. You can choose these by their own category, or by grouping artifact creatures with creatures and regular artifacts with spells. Don't throw in too many "oh-so-cool" artifacts or you'll ruin your focus!
- V. The Check. Shuffle thoroughly, and deal yourself seven-card opening hands. Repeat several times, tracking the results. You want a good balance—around three creatures, one or two spells, and two to three lands—and the ability to cost at least one card from your hand in the first two or three turns. Look at your deck's speed and effectiveness.
- VI. The Deck. Let the battle begin! Identify weaknesses and change your card mixture to handle them. As you play, you're bound to learn some important things about your deck.

Just a Buc

Creatures

Green

1 Brown Ouphe

1 Crow Wurm

1 Durkwood Boars

1 Folk of the Pines

1 Fyndhorn Brownie

3 Fyndhorn Elves

3 Llanowar Elves

1 Scaled Wurm

2 Tinder Walls 1 Woolly Spider

Blue

1 Illusionary Forces 1 Krovikan Sorcerer

1 Zuran Spelkaster

Artifacts

1 Clay Statue 1 Yotian Soldier

Spells

Green

1 Crumble

2 Giont Growths

1 Regeneration 1 Spore Cloud

1 Stream of Life 1 Tranquility

Blue

1 Brainstorm

2 Counterspells

1 Power Sink

2 Rays of Command

1 Spell Blast

1 Twiddle

Red

2 Fireballs

3 Lightning Bolts

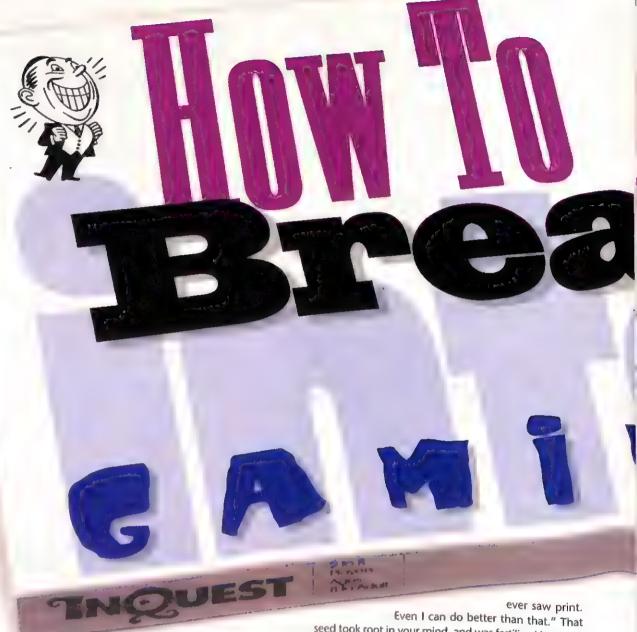
1 Stone Rain

Lands

11 Forests

6 Islands 4 Mountains

What you need to know to succeed as a game designer



By Matt Forbeck

rom the moment you cracked open your first Dungeon Master's Guide or broke the shrink wrap on your first Magic: The Gathering starter pack, one thought has burned in your mind: "This is coof!" You really like games—hell, you love playing them. You've spent dozens of sleepless nights storming the castle or blasting away at the alien invaders—so many that you've lost count.

Since then, you've looked at the games being published and thought to yourself, "I can't believe this thing

Even I can do better than that." That seed took root in your mind, and was fertilized by game after game—until it finally bloomed in a moment of raw insanity. "I can do better than that!" you thought. "In fact, I will!"

Before you hunt around for that old manual typewriter your mother stashed in the attic years ago, stop and sit down for a moment. There's a few things you need to know before you go off half-cocked.

What You're Getting Into

As a game designer, you can look forward to long hours pecking at a keyboard, locked away from the rest of the world. Interspersed with this, you'll play games



it being up to you to make them sing. After that, assuming you can find a publisher, you'll very likely get meager advances and little pay, if any, at first.

Sound like fun? If you love games, it can be. After all, there're few things more rewarding than making a living doing something you truly enjoy.

On the other hand, don't bet the farm on breaking inespecially not right away. It can be a long, hard haul. There are few jobs available as a designer in the adventure gaming industry, and people who manage to make a living as a fulltime freelancer are even rarer.

Assuming all this doom and gloom hasn't dissuaded you, let's press on.



Know Your Subject

If you want to write something set in a known game universe, read everything you can that's

After all, they published it-they're probably proud of it. If you can't be bothered to know at least a little about it, they likely won't bother reading your proposal.

Also, this way you'll know what this publisher has already done with the game. After all, if you tell TSR you've got this great new idea for a series of handbooks based on each type of character class, they won't bother wasting the post office's valuable time using your self-addressed, stamped envelope (SASE) to comment on your brilliant notion.

Go to Conventions

This is a small industry.

This means that professional gaming people actually go to gaming conventions across this nation and, yes, play games. Often they do this with people they've never met before, and they have a lot of fun.

Game publishers are a lot more likely to pay attention to

a submission from someone whom they know, so use this opportunity to introduce yourself. It's human nature to give a proposal from a known name more serious consideration, no matter what the reason for knowing that name.

Whatever you do, though, don't go to a convention expecting to pitch a bunch of new ideas to your favorite publishers. The more polite ones will ask you to write them down and send them in. The others won't, and if they remember your name later, they won't remember it well.

If you just can't restrain yourself, contain yourself to talking briefly about your idea in a general sense. Ask if they'd be interested in seeing a proposal. If they say yes—Hallelujah!—it's time to get cracking.

Equipment

Get access to a computer. With the desktop publishing revolution now years behind us, many publishers won't even accept a manuscript in a format their computer can't read. Most publishers are on Macs, but they can usually read IBM formats just fine.

If you don't have a computer, borrow one or find someone who will let you use one for a while. Many schools have computer labs their students can use. Maybe you can use your office computer after hours.

If you have a major word processor that's up to date, most companies will be able to translate your manuscript into their program's format (although they'd prefer it if you did it for them). Just don't expect them to be able to find a translator for your uncle's Timex Sinclair 1000.



Getting Guidelines

Before you start writing a single sentence of the magnum opus that's destined to revolutionize the

way people play games, you've got to write a simple letter. Address it to the company you hope will be wise enough to acknowledge your talent.

If you don't know the company's address (most list contact information in the front of their games or books), we've gone to the trouble to track down that information for you (see sidebar on page 48). Just remember us when you're on top of the world.

Offering up various pieces of your

anatomy ("I'd give my left arm!") is not likely to impress, so keep frothing to a minimum. Try to be professional.

Keep the letter short. Simply tell the company that you like its games and you're interested in writing something for them. Then ask for their writers guidelines. Always include a SASE for these.

Publishers don't come up with these guidelines just to see how well prospective authors can jump though hoops (at least, they've never publicly admitted so). They're designed to make the submission process as painless as possible for both them and you.

Obviously, they don't want you wasting their time with something that isn't going to work, but the reverse is true, too. Keep this in mind if you start questioning their policies. If you don't like their way of doing business at this stage, find another publisher now.



Writing a Query

Most guidelines first ask for a query letter. This is usually a one- or two-page summary of the project you have in mind. If a project is rejected at this stage, no one's out a whole lot of time, and hopefully no feelings are hurt.

Be as succinct as possible. Mention your previous publishing credits if you've got any. Even working on your high school yearbook can help.

Some publishers get dozens of queries a week. Someone's got to sit down and read through them all.

Don't bore them. Grab their attention as quickly as you can, and don't let go. If you can't accomplish this over a two-page span, you're likely not going to be able to sustain it throughout an entire product. This is your first chance to show what you can do.

Again, always include a SASE if you want a response (hint: you do).

Magazines

When reading over a good proposal, many publishers say, "This looks great, but can this person really deliver?" Of course, if you'd already proven yourself, you wouldn't have to be writing query

letters. They'd be calling you and offering you work, right?

One way to prove you can handle game design is to start small. Few publishers are willing to hand a large project over to an unknown writer, but magazine publishers aren't usually so picky.

A magazine article usually only runs a few thousand words. If you write a magazine article and the publisher decides it's not any good, you're only out a couple of days' time, and the publisher can usually make up the missing pages with something else.

Once you've got an article or two under your belt, send along a copy of your work when asked for a writing sample. This is bound to impress a lot more than, "I've never set pen to paper before this query letter, but I think your games rule!"

Release Forms

In these days of 1-800-SUE4CASH, most publishers have gotten cautious about reading any unsolicited proposals or even query letters. Sometimes you'll get your letter back unread. Other times, you've managed to lessen the publisher's heating bill. Query letters make great kindling.

If the publisher needs you to sign a release form, they'll generally send it along with the writers guidelines. Read it over, and if they've for some reason left out the traditional clause concerning the fate of your firstborn, sign it and send it in with your query.

If you're planning on making a number of queries to a particular company, make yourself a few photocopies of their release form. This way you won't have to ask for a new one each time.

Writing a Proposal

Once a publisher accepts a query letter, you're still not out of the woods. Then they usually ask for a longer proposal. In five pages or less, you need to outline your entire project on at least a chapter-by-chapter basis. Try to give the publisher as much of a feel for the entire project as you can in the space allotted.

Again, this is a chance for you to show what you can do. Don't just turn in your first draft. Take your time and polish your proposal. Make sure it's the best that you can make it be.

If your proposal's accepted, congratulations! The next step is to get yourself a contract and start writing.

Continued on page 48



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Copyrights

With a few exceptions, most work for adventure game publishers is work for hire. This means that you sign over all copyrights

to them in exchange for some sort of compensation (hopefully in the form of check with a lot of zeros on it).

This is pretty much standard procedure, especially if you're writing something set in a game universe that someone else has developed. After all, if you get to keep the rights to a certain part of their universe, it's not entirely theirs anymore, is it?

Self-Publishing

If you don't want to hand the rights to your baby over to someone else, no matter how little they may be able to offer you, maybe you should try publishing it yourself. Be warned, however, that this can be an extremely hazardous proposition. Just because you can design games doesn't mean you can run a business, and that's what you're talking about getting into.

When asked about starting up a company, one publisher compared doing so to driving a nail through your genitals. If you still find this appealing, seek professional help.

By this, I mean that if you don't know the first thing about running a business, find someone who does and is willing to lend a hand. This is not something to be undertaken lightly.



Final Thoughts

No matter what you may have read in this article, don't be entirely disheartened. Gaming is a tough field to break into, but as a

quick glance at many published games will tell you, every publisher in the industry always needs strong writers willing to work for peanuts.

Despite what you may have heard, it's possible to survive by writing games full time. You just have to be willing to take the time to build a reputation as a professional. With enough talent, hard work, and mule-headed perseverance, you too can be lucky enough to join those of us who make a living doing something we truly enjoy: designing games.

Matt Forbeck has been working as a full-time freelance game designer for over five years. Despite (or more likely because of) this, he's managed to amoss a great deal of personal debt that he's fervently trying to work off by writing whatever he can—even magazine orticles.

Whom to Contact

When you've finally got a great

idea for a game and you know which

company you want to submit it to,

how do you get a hold of them?

Here's a list of some of the top com-

panies in the industry and the names

of the people in charge of examin-

ing proposals submitted to them,

plus some tips from those people.

EASA

1100 West Cermak Suite 8305 Fifth Floor Chicago, IL 60608

Contacts

Battletech: Bryan Nystul Earthdawn: Louis J. Prosperi Shadowrum: Mike Mulvihill Do be professional.

Don't submit a whole manuscript. No one will read the entire thing.

Don't change the universe the game is set in. That's out of a freelancer's range.

Don't insult the game, the authors, or the editors. No letters saying, "You bozos don't know what you're doing!" Don't overcommit. If you've never written onything before, don't submit a proposal for a 100,000-ward project. Who knows if you'll ever finish it?

Games Workshop

Howard House 16 Castle Boulevard Nattingham MG7 1FL England

Contact: Almost all of Games Workshop's game designs come directly from their design studio. They are not currently taking submissions (although even a snowball sometimes has a chance in hell).

Heartbreaker Hobbies & Games

P.O Box 105 Folsom, PA 19033 Contact: Bob Watts

Iron Crown Enterprises

P.O. Box 1605 Charlottesville, VA 22902

Contacts

General: Coleman Charlton Hero/Champions: Bruce Harlick Middle-earth: Jessica Ney-Grimm Rolemaster: John Curtis Silent Death: Matt Forbeck

Mayfair Games

P.O. Box 48539 Niles, IL 60648

Contact: Darwin Bromley
Do send us a two-page synopsis. Tell us
the game's topic and who it's aimed at.
Do tell us why it will sell and why Mayfair is the company that should sell it.
Do describe the style of the game. What

kind of components does it use?

Don't send us a prototype. Without a release form, we won't even look at it.

Don't tell us about how the game plays.

Don't send a copy of the rules.

Metropolis Ltd.

P.O. Box 57083 Washington, DC 20037 Contact: Terry Amthor

Palladium

12455 Universal Drive Taylor, MI 48180 Contact: Maryann Siembieda

R. Talsorian Games

P.O. Box 7356 Berkeley, CA 94707

Contacts

Cyberpunk: Derek Quintanar Cybergeneration: Dave Ackerman Mekton: Mike MacDonald Castle Falkenstein: Mike Pondsmith

Steve Jackson Games

P.O. Box 18957
Austin, TX 78760
Contact: Write Attention Submissions
Guidelines

YER

P.O. Box 756 Lake Geneva, WI 53147

Contacts

Amoteur: Wolfgang Bour (*Dragon Magazine*) and David Gross (*Dungeon Adventures Magazine*)
Published: Bruce Heard **Do** act like a pro. Then you'll be treated like a pro.

Do make your manuscript readable. Do contact us for writers guidelines. These are important, since game publishers like TSR have special demands. Also, you'll get a release form with the guidelines.

Do send in the release form. Otherwise, we won't look at your submission. Do be original. If we've already seen it a dozen times, we don't want it. International writers take note:

International writers take note: Always include International Reply Coupons when writing in. Otherwise, you'll never get your proposal back or even a contract!

If English isn't your native tangue, know that you'll still be expected to meet the same high standards of writing we expect from anyone else.

West End Games

Road 3, Box 2345 Honesdale, PA 18431

Contacts

Star Wars: Bill Smith Star Wars Adventure Journal: Pete Schweighofer Anything else: Greg Forshtey

White Wolf

Suite 100 780 Park North Boulevard Clarkston, GA 30021

Vampire: Jennifer Hartsharn

Contacts

Wraith: Richard Dansky
Werewolf: Bill Bridges
Mage: Phil Brucato
Changeling: Ian Lemke
Rage: Mike Tinney
De send a query letter first.
De include an SASE if you want a response.

Do make your proposal as well-written as can be.

Don't send poetry!

Don't send illustrations. Those go to the art director.

Wizards of the Coast

P.O. Box 707 Renton, WA 98057-0707

Roleplaying Games: Aran Anderson

Contacts

Anything Else: Matt Burke

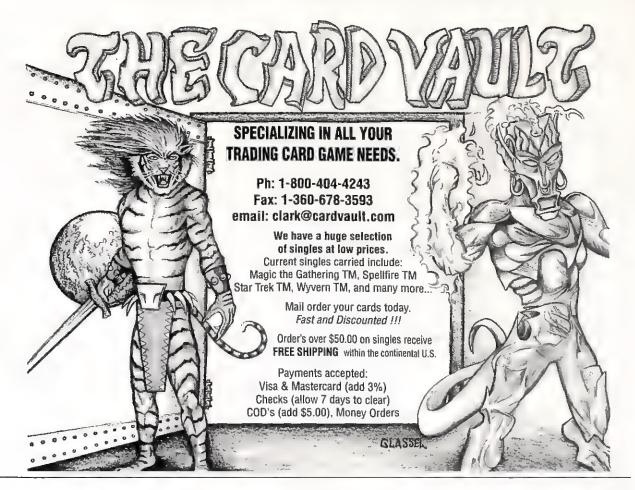
Do enclose a record of disclosure
(release) form. Otherwise, we won't
even breathe on your letter.

Do send in board game ideas.

Don't send in any Deckmaster submissions. We aren't accepting them.

Don't do something just like another
game. No D&D or Star Trek knockoffs,

Don't submit a *Magic* board game, though. We've already seen plenty of these.





DATE: AUGUST 27, 1995

PLACE: HOLIDOME . HOLIDAY INN

SUFFERN, NY EXIT 14B OFF NYS THRUWAY

ALL DAY CONVENTION!

9:00AM-5:00PM

AUCTION! 4:00ra

MAGIC THE GATHERING TOURNAMENT TYPE!

10:00AM-4:00PM

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2ND PRIZE - MAGIC THE GATHERING "DARK" BOOSTER BOX

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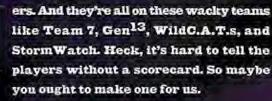
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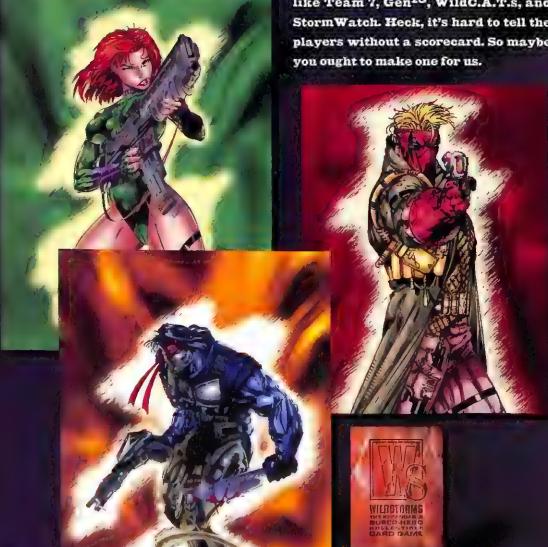
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WildStorm Productions Presents:

The Iream Isam InQuest Contest

Whoa, Nellie! WildStorms: The Expandable Super-Hero Card Game is hitting the shelves as we live and breathe, and it's just chock-full of all the cool WildStorm comic characters that we've come to know and love. Seems like there's a million of these: dudes and dudettes: Fairchild, Grail, Grifter, Maul, Freefall, and Union, among oth-





How to Play

It's simple. Just put together your personal WildStorm Dream Team using any of the many WildStorm characters. Mix and match. Go nuts. Just tell us which characters you'd team together, why they'd work well together, and what your team's name would be. You can use up to five different characters, and you might want to go the maximum to improve your chances of winning some...

Grand Prize (One winner)

One lucky reader will receive a complete set of WildStorms: The Expandable Super-Hero Card Game cards. That's right—the whole enchilada! And WildStorm head honcho Jim Lee will even Second Prize (20 winners)

Another 20 readers will each receive a *WildStorms* starter deck and an extra card autographed by one of the many superfunky WildStorm artists who are a-drawin' the set.

autograph one of the cards for you!

Fill this sucker out, put it an envelope, attach it to your

Dream Team lineup, and send to:

WILDSTORM PRODUCTIONS

The Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press, WildStorm Productions, and their immediate families or major league baseball players. We're still not quite ready to forgive this strike thing. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach it to your Dream Team lineup. Enter as many times as you like. Mail each entry separately to: Dream Team Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the name of contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules hereaf. About two verses into that "There's a hole in the bucket, dear Liza" song, I wanted to riddle that "dear Henry" guy with bullets. All entries must be received at contest headquarters by September 29, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the desing date of the contest. Prize winners will be selected by Wizard Press from all properly completed entries based on creativity. Judging will take place on October 16, 1995. What we say goes, so no whinin' if you don't win anything.

For a list of winners, available after October 16, 1995, send a self-addressed stamped envelope to: Dream Team InQuest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

This month's contest is sponsored by WildStorm Productions, those groovy fellas who crank out swell comics and keen cards.

c/o Wizard Press P.O. Box 118 Congers, NY 10920-0118

C	ontest Entry Form
2 0 D E	Deadline is September 29, 199
E	Nome.
6	Date of Birth
E	Jacket Size
0	Address.
0	City
-	Stute
	ZIP:
++0	Phone ()

Regular or Unleaded?

Required equipment for Magio tournament players.

By Marty Stever

You've become the king of Magic: The Gathering on your block? Your friends won't play for cards, even when you promise to put Moxes in your ante deck and let them start with 25 points of life? Your local store won't let you play on Saturday afternoon because it demoralizes other customers?

and buddy, InQuest's here for you. We know there's more to being a tournament champion than hav-Sounds like you're ready for a tournament,

ing the best deck. You need both the physical and psychological edges that are the marks of every muky great player.

thing besides cards that you'll need to make you a With that in mind, we've created a list of every-(Please note: In Type I tourneys, a Black Lotus and winner at every tournament. Remember to send us 10 percent of all your winnings in gratitude. a fistful of Moxes will help your chances, too.)

izer. Usually only available to superheroes, we used our friends at us up. Of course, it's painful when, the night before the tourney, she Psychic girlfriend: The ultimate Black Lotus equal-Wizard: The Guide To Comics to make a Love Connection and hook says, "You're going to lose. Let's go shopping instead."



ney player can only improve through self-study. Tapes are especially exciting with Mission: Impossible Shoulder-mounted camcorder: Like a professional athlete, the serious tourmusic overdubbed.

> good for buildings with annaying florescent lighting. (Warning: appanents may try to put you off-bolance by reciting lines from Cool Hand Luke: "What we have here is a failure to communicate.") 100-sided die: So yeu can smirk at your opponent and say, "What, you dan't think I'm staying at 20 life, do you?"

THITTOR SUNGIAESER: Perfect for opponents who believe they can glara you down. Also

phone number: If you have this, who Cindy Crawford's home cares if you win the tourney or not?



Ring Dings: Mmmm.

Scissors: Fear your apparent has a card up his sleeve? Offer to

give him a stylish shart-sleeve look. (Warning: It's dangerous to run

with scissors.)

Annoying plastic sleeve thingles: You can't let those precious Magic cards be touched by anything as

potentially corrosive as air, can you?

The Great Khan Game: ISR's clossic card

game is ideal for relaxing between matches.

SILK boxers: They just feel so nice and smooth.

Donald Trump's The Art of the DeaL for inspiration when you question the morality of trading a 9-year-old two "owesome" cards for a Shivon.

Cellular phone with satellite hook-up, IBM notebook computer and modem: Allows real-lime trading of Magic cards on the Internet, AOL, and CompuServe. Especially helpful when you're playing slow or novice tourney appanents and you need to keep your mind occupied.

Trained squirroiss Give 'em the cue and '''''
they'll run up your pants leg and hand you that vital Counterspell (although the bite marks on the cards lend to be a giveaway). Great for onte.

One of those beaded seat covers favored by New York City taxidrivers: We don't really know if they're all that comfortable, but the checkered bead pottern may distract and confuse your opponent.

could happen.

Thighmaster= The only piece of exercise equipment actually designed with the Magic player in mind.

 Bounty, the quicker picker-upper: Because Magic cards and 7-Up just don't mix. Also helps keep those sweaty hands dry during especially tense matches.

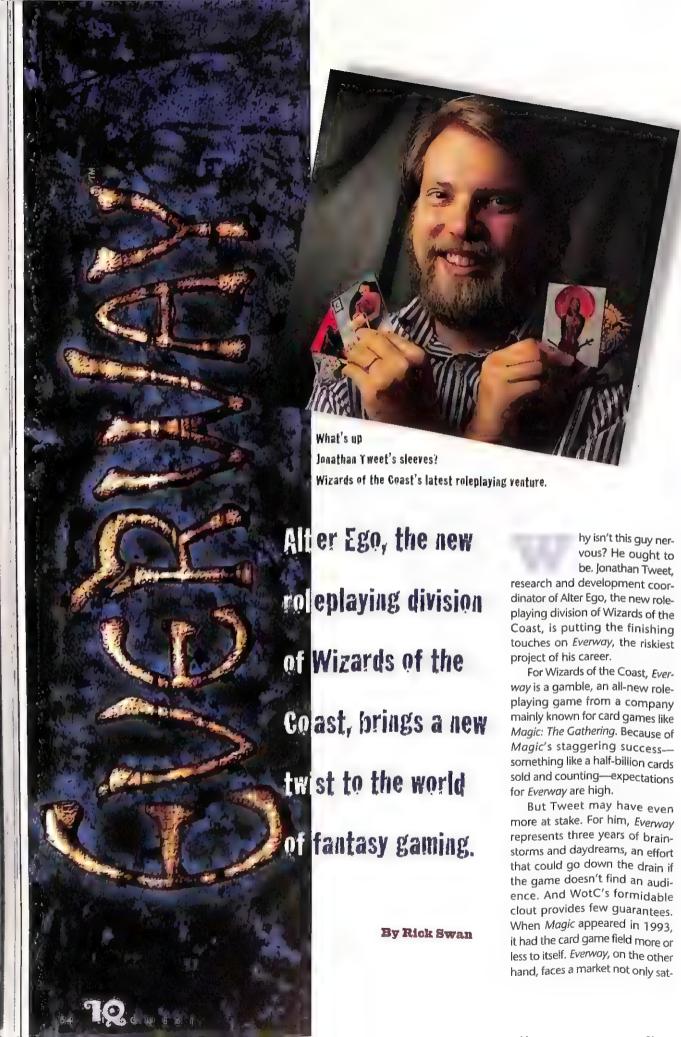
The Club: You've spent all your money on Magic cards, so there's no chance

anyone will steal the bucket you call "The Juggernaut"...but it's nice to pretend it

Bonus! For international tourney players only! Doyle's Guide to Rude Gestures in Any Country. Self-explanding ay Sever, a longitime gaming conventioneer and tournament playes, placed second in his last bothoung. He likes cheese, I mean really, really likes cheese.

.. Crackers: Just in case someone throws cheese your way.

Joit: All the sugar and twice the caffeine. Need we say more?



urated with roleplaying games, but dominated by monsters like *Advanced Dungeons & Dragons*.

If Tweet's worried, however, he doesn't show it. "I don't think Wizards of the Coast will ever be thought of as the company that does *Everway*," he shrugs, relaxing in his office at WotC headquarters in Renton, Wash. "Magic is a hard act to follow." He surveys the toys—Matchbox cars, an ocarina, a miniature forklift—decorating his desk. "What I care about is reaching new people."

So maybe he's not nervous. But you'd think he'd be worn out. On this Friday, Tweet's completed a performance review, answered a batch of e-mail, discussed a distributor meeting, written letters to other game companies, and mulled over a licensing deal. And it's only midafternoon. Work will also follow him home—planning, scheduling, more e-mail. He admits the job has gotten tougher since he came on board in June 1994. But the 29-year-old Tweet seems invigorated. "All I need," he laughs, "is a desk sufficiently far from my bed so I can only take one nap per day."

"He's very thorough," marvels Wade Racine, developer for the *Ars Magica* game and Tweet's WotC colleague. "He explores every aspect of a game, from the artwork to the text to how it ties into marketing. It's good to see someone who's in love with what he's doing."

The concept for Everway came in 1993, while Tweet

was wandering around a science-fiction convention. "There were no role-playing games for sale in the hucksters' room," he recalls. "I was wondering, why aren't these people buying my games?" But it wasn't just that Tweet's Ars Magica and Over the Edge were absent from the room—there weren't any roleplaying games being offered.

The problem, he concluded, was with the games themselves. Roleplaying games were targeting the same old audience with the same old systems. Maybe it was time for a new approach, with rules sophisticated enough for veterans, but simple enough for beginners.

He came up with a system based on imagery and symbols, avoiding the avalanche of numbers and charts that make novices throw up their hands and run for cover. In a traditional roleplaying game, for

instance, players use formulas and statistics to create their characters. In Tweet's game, they use pictures. In a traditional game, players are limited to the kinds of characters they can be. In Tweet's game, they can be anything. Traditional games use dice to resolve actions; Tweet's game foregoes dice altogether.

As for the setting, Tweet envisions an infinite number of parallel worlds, Earthlike and human-populated, where magic is real. Gifted individuals called sphere walkers, portrayed by the players, have the ability to travel from realm to realm.

The title came from a location integral to the setting. "Everway is named after a city that has gates to all the different worlds," Tweet explains. Most names, in fact, are based on common words. Instead of Jonathan or Rick, which Tweet calls "nonsense names," characters might be called Chance or Amber. A town named Endwall is literally that—a town at the end of a wall.

Two card decks, included in the boxed set, form the basis of the game system. The Vision Deck helps players create their characters. Each of the textless Vision Cards has a color illustration of a landscape, person, or monster. A player interprets the illustrations any way he wishes, using his interpretations to develop his character's background. For example, a player might hold one Vision Card displaying a primitive woman, another showing a dog-headed humanoid. After studying the cards, the player decides the primitive woman is his character's kidnapped sister, the dog-head is a member of the tribe that destroyed his village.

The referee resolves game actions with the Fortune Deck, Like the Vision Cards, the Fortune Cards feature colorful illustrations. But they also have ambiguous captions, which the referee must interpret and apply to a particular situation. Say, for instance, a character attempts to brew a poison antidote. The referee draws a card showing a person sowing stones like seeds, representing, as indicated by the caption, Fruitless Labor. The referee decides the antidote fails. Had the player drawn the card upside-down, with the picture facing the other way, the caption would have read Ceasing Fruitless Labor, in which case he might've steered the character in a more productive direction.

Suppose the antidote neutralizes the poison. A month later,

the character awakens to find he's aged 20 years overnight. He consults a sage for advice. The referee draws a Fortune Card showing an image of a priestess in a room with a



Everway Quest Card by Ed Lee

smoky candle; the caption reads Understanding Mysteries. The referee hints that the character's condition is a side effect of the antidote.

Source and Quest cards provide background on various elements of the adventure, like miniature sourcebooks.

Veteran roleplayers may be surprised by *Everway's* unconventional adventures, which favor problem-solving over dungeon crawling. Tweet describes a recent session: "The characters had come down a river and stopped at a

Everway Vision Card by Andrew Robinson

village. The village was very simple, the people lived simple lives. When the characters woke up, their memories had been taken away." Like the villagers, the characters could perceive only the present moment. "The truth was, the villagers had done something so terrible that they were condemned to live day to day. The characters eventually found the past and future, who appeared as twin children living in a swamp,"

According to Tweet, play-testers

have been tickled pink, especially those unfamiliar with roleplaying games. "They're delighted they have a game that's easy to play and fun to look at, a game that encourages them to talk and be part of a group. Suddenly, they feel real smart."

Tweet's own love affair with games began in Rock Island, Ili. At the age of 12, while other adolescents were watching *Gilligan's Island* reruns, Tweet was tinkering with his favorite roleplaying games. "In those days, the rules were sort of funky," he recalls. "You had to be sort of an amateur game designer to get them to work." He even cooked up his own science-fiction extravaganza called *Have Laser Will Trayel*. "You wandered around in the wilder-

wizardry that earned them a Gamer's Choice Award. More *Ars Magica* supplements followed, until the two parted company in 1989. Rein•Hagen went on to design the groundbreaking *Vampire: The Masquerade* game for White Wolf. Tweet toured Europe, attended game conventions, and drifted into mutual fund sales.

Throughout, Tweet kept designing games, but many of his efforts flopped. A game about cave men ("Stone Age—or something like that") was rejected by Chaosium, publisher of the acclaimed RuneQuest and Call of Cthulhu. He and Rein•Hagen also developed a bizarre roleplaying game called Mindscape, featuring an infinite universe where personal beliefs determine reality. "It was an abomination," admits Tweet. "We played one session and everyone hated it."

Tweet continued freelancing, placing a few Advanced Dungeons & Dragons supplements with TSR and putting together the surreal Over the Edge roleplaying game for the Minnesota-based Atlas Games. In 1992, a freelance assignment to revise the rules for Talislanta began his association with the then-microscopic Wizards of the Coast. Impressed with his work, Wizards phoned Tweet in the fall of 1993 and sounded him out about running its roleplaying line. ("I was real surprised!") Although Tweet didn't jump on the offer right away—his wife, an English professor in Rock Island, wanted to finish the school year—he had few doubts about accepting. "Freelancing has the luxury of freedom. But it doesn't have the resources for my ideas. I already had the idea for Everway, but there was no way I could produce it as a freelancer."

His wife wrapped up her term, they relocated to Washington, and Tweet joined Wizards of the Coast the following summer, becoming head of Alter Ego. The need to put roleplaying in its own department had become obvious. "The company had gotten too big for everyone to attend every meeting. We had to draw lines as to which people would be in which division." Staffers were assigned to teams, each responsible for a separate product line; one team would handle *Ars Magica*, another *Everway*. Alter Ego's overall mission: to produce games that would appeal to new audiences.

As the coordinator, Tweet was caught up in a whirlwind of staff meetings, planning sessions, and contract negotiations. The job was not without its frustrations. "I wasn't hired as a designer per se. There's always a sense

Play-testers are delighted they have a game that's easy to play and fun to look at, a game that encourages them to talk and be part of a group. Suddenly, they feel real smart.

ness and monsters came by and you killed them. When you got hurt, you went to the hospital and got better. It was really bad."

Despite selling a few articles to the now-defunct Heroes and Different Worlds magazines, Tweet's career didn't take off until he hooked up with Mark Rein•Hagen at St. Olaf College in Northfield, Minn. After forming the Lion Rampant company in 1987, they published the first edition of Ars Magica, a roleplaying game of medieval that when I'm working with a freelancer, I could just take it over and write it myself." On the other hand, "it's very rewarding to see things develop."

Tweet flourished in his new environment, which operated more like a clubhouse than a corporation. It still does. Product teams tend to overlap one another. Everyone, regardless of their job descriptions, feels free to pitch ideas. Even Richard Garfield, mastermind of Magic: The Gathering, had a hand in Everway. "The game uses cards," says

Tweet, "and he came up with the concepts for some of the more interesting ones. He also helped with the setting."

Tweet relies not only on the staff for input, but also a stable of freelancers. And he knows what he wants. "I've got a certain vision, and I want people who are professional

enough to fit with my ideas. The last thing I want is a freelancer to redesign [the game]."

Any advice for would-be freelancers? "Quit your day job," he says, only half-joking. "You've got to have a real commitment. A lot of people are willing to send me resumes, but not a lot are willing to gamble and make themselves noticed."

Freelancers will likely become more important in the future. "We're going to be expanding," promises Tweet. But for now, Alter Ego remains relatively tiny.

Elsewhere in the Wizards of the Coast compound, 26-yearold Wade Racine is polishing up the fourth edition of *Ars Magica*, which he says is in no danger of taking a back seat to *Everway* or *Magic*. "It's a strong game in its

own right. We don't have the same budget as *Magic*. But *Ars Magica* is getting more attention at this company than it ever has before."

Yet another Vision Gard by Ed Lee

That's music to Tweet's ears, as he was less than thrilled with how *Ars Magica* was treated by its previous publisher. After Lion Rampant bit the dust, White Wolf acquired the game, then proceeded to reshape it, attempting to adapt it to the gritty World of Darkness that was home to the hit *Vampire: The Masquerade.* "I wasn't happy with White Wolf," says Tweet. "They added some things that didn't fit." Still, the durability of *Ars Magica* surprises him. "Despite a lot of hard-core fans being disappointed by White Wolf, it's just been growing. It's nice to see that given time, it has the sort of following we'd hoped for."

Was it hard turning Ars Magica over to someone else? "I was pretty much used to not being in control of it. But it was hard, because I'd like to be doing rewrites," admits Tweet. Racine "has a good grasp of history. He's a lot more organized than I used to be."

Racine, a self-described "Air Force brat," started playing Ars Magica when Tweet joined the company. "I was the only person vaguely working on roleplaying. When Jonathan came in, he said, 'If you want to run that line, it's yours.'" A Seattle resident since 1991, Racine had spent four years as a military intelligence analyst. He met Wizards of the Coast president Peter Adkison on the Internet and began corresponding via e-mail. Their relationship led to a job offer. Though Racine had no previous design experience, he's since gotten his feet wet with Generation Gap, a spin-off of the Cyberpunk roleplaying game, published by R. Talsorian.

Racine describes Ars Magica as "a combination of the

familiar and fantastic" set in our own world's 13th century, in which "there really are angels and fairies." The fourth edition, scheduled for an October release, will comprise four books in a slipcase, packaged with a map of Mythic Europe. He intends to make the new ver-

sion easier to learn and play, streamlining the presentation, stripping out complicated rules, and improving the graphics. "Character creation will be changing significantly. The wizards won't be quite as restricted; I've loosened up their strengths and weaknesses."

Additionally, Racine promises a wealth of support material. Currently in the works are Exotic Magic: Fire and Ice, a look at unusual wizard orders; Tribunals of Hermes, featuring wizardly politics; and The Storm Rider Returns, an introductory adventure.

Tweet has a full plate, too. Upcoming supplements for *Everway* include a series of fantasy card sets, usable

as Vision Cards, but sold in a trading-card format; several "sphere books" describing the creatures, organizations, and traditions of various *Everway* locales; an untitled quest book containing three adventures; and

Sphere Walker, a sourcebook bundled with a set of cards.

A Dominia encyclopedia, detailing the multiverse of Magic: The Gathering, is also in the works. "That was originally designed as part of the Magic roleplaying game line," says Tweet. "Apparently, it'll be published separately. It's not under my direction." When will we see it? "Probably not any time soon." And the status of the Magic roleplaying game? "We've done some work on it, but currently, we're in the process of hiring someone to handle it." Look for it in 1996.

For now, Tweet's anxious to launch Everway. "In some

ways, I wish it were a one-shot deal. Then I'd be done with it. But as soon as it's out, I'll be on to the next thing."

Any plans to celebrate? "Maybe a stress reduction seminar," he laughs.

Or maybe he can move a bed into his office. Sounds like he's earned his nap.



Everway Fortune Gard by Scott Kirschner

Rick Swan, author of The Complete Guide to Roleplaying Games (St. Martin's Press), always reads the last page of this magazine.

Touring the GIX

Sure, getting on-line can be kind of intimidating. It's best for new users to find someone to hold their hand in the beginning. That's why *InQuest* started this column, which will highlight the best gaming stuff available on-line.

And that's also why, when I wanted to take a look

And that's also why, when I wanted to take a look at America Online's Game Information Exchange or GIX forum, I lassoed a tour guide: Donna Millheim, the forum host. Follow along as we check out some fun stuff.

InQuest readers who recall last month's "Plugged-In" feature remember that the GIX is where we played Magic on-line. Actually, Donna was the player Matt Milliken and I whipped in our first on-line game. Right, Donna? (<G> We still haven't given Donna a rematch. And it's drivin' her nuts!)

The GIX (you can use that keyword to get there) is an easy-to-use on-line forum and a great resource for gamers. The home screen is broken down into six areas. If you're new, start in the "About the Forum" area.

Once you've settled in, click into the File Library. Donna says there are over 300 megabytes of information and software to download free of charge.

Free stuff is listed chronologically in the Collectible Card Games Library. Scroll down to 4/7 for Hordes, a popular Windows program that helps track cards for buying, selling, and trading. It's easy to use and has sharp graphics. There are Hordes-ready decks for Magic, Star Trek, Wyvern, Blood Wars, and other games. (Hordes can also be found on CompuServe at Go: Card Games.)

Other tracking programs use FileMaker Pro or Hypercard, including versions for *Star Trek* (3/14) and *Jyhad* (2/14).

Among the most popular downloads on GIX are the sample decks and play tips for *Magic*. I enjoy the CoffeMage tips uploaded by someone called CoffeeMate. The moves are well-written and downright entertaining. The files are at 4/4, 4/6, 4/20, 4/22, and 5/16.

Three particularly humorous files are "Sweet Betsy Filksong"

(2/25), "Irritants List" (10/11), and "12 Days of Magic" (12/12).

One of my favorites downloads was a QuickTime movie (1/5) that shows a fly-by of a *Magic* card in full 3-D animation. (Most Macs have QuickTime. Windows and Mac users can download QuickTime from CompuServe at Go: QTime.)

There're many megs that I don't have room to mention. A good rule of thumb is: if it's been downloaded more than 400 times, you should probably check it out.

GIX actually has a second file archive, the GIX Library, filled mainly with graphics and gaming-related stories. It's worth a look-see if that kind of thing tickles your artifacts.

GIX is also the place where many AOL users meet to play and discuss gaming. The Game Registry and the Schedules & Events sections list gamers and conventions across the nation.

Everything on GIX is clearly explained, including the Collectible Card Game Classifieds and the bulletin boards. Donna is a great tour guide for those of you who are overwhelmed by some of these gaming forums. If you check out GIX, zap Donna with an instant message (it's like live AOL e-mail) addressed to OGFDiamond. Ask her to show you around the place, like she did for me. And tell her *InQuest* sent ya!

E-Notes:

• The MicroProse Home Page on the World Wide Web at http://www.microprose.com/mpshp.html has information about all of its popular games. More importantly, it has links to its file transfer protocol area, where you can download a demo of the upcoming Magic multiplayer CD-ROM. To link directly to the MicroProse FTP, key in ftp.microprose.com.

• CompuServe's Play-By-Mail Gaming Forum (Go: PBMGAM) also has important on-line gaming information. If you're eager to start gaming on-line, check out the *Magic* Games Library. The files Magic.PBM and Rules.EML will give players a good idea of what to do.

 eWorld users can find a Magic Card Tracker in the Macintosh Board & Card Library on the Inside Games forum. To use it, you'll need FileMaker Pro.

 CompuServe and Prodigy each offer full access to the World Wide Web for PC users. America Online has a "beta test" version of its WWW browser for both PCs and Macs. To download the software, use Keyword: WWW.

At parties, Buddy Scalera wears a lompshade on his head. He's Wizard's on-line editor, and can be reached at WizardTGTC@AOL.Com or 74774.2707@CompuServe.Com.





Bone up on your favorite

game, download Magic tips, or

just talk—you can do it all

with America Online's Game

Information Exchange.

58



CONFIFESIE

Comico Gaming Presents:

BORNE OF THE SUPERNATIURE

Inquest Contest

So you like them ther card games, huh? But sometimes you and your buildies find it hard destains which is not your pariner is issling a bit more high-lecks. What is is you have high-lecks which is in a sword-amplesoratory mooth with it is issling a bit more high-lecks.

Well, we recommend you try thrysalis: Borne of the Supernature. Why? Bessure if inserporates elements of supernature, edience if inserporates elements of supernature, edience if incorporates elements of supernature. It independs not note workies about what kind of game to play-go with Shrysalis and you're playing them all!

And it ain't like the cards are hard to look at, eithers With top-flight artists like Simon Sisley, Walt Simon-son, Buzz, Dave Gibbons, and Jill Thompson contributeing pieces, the art content is pretty darned groovy, indeed. Just check but this swell Jill Thompson pieces. While you're at it, think about where in your house you want to hang it.

Grand Prize (One winner)

One lucky reader will win this spiffy-as-all-heck Jill Thompson original S.P.-EYE illustration that appears in the *Chrysalis* set!

Second Prize (10 winners)

Another 10 readers will each receive an uncut sheet of *Chrysalis:*Borne of the Supernature cards, and it'll even be autographed by Jill
Thompson and a slew of other *Chrysalis* artists.

ゴニューシーンシー(25 winners)

Twenty-five readers will each receive autographed copies of the new Comico Comics Oblivion#1 (signed by creators Jack Herman, Tony Daniel, and Pam Eklund) and Elementals#1 (signed by Jack Herman and Andy Dimitt).



The Legalese

No purchase necessary. Contest is open to anyone except employees of Wixard Press, Comico, and their Imm diate families or John Jacob Lingleheimer Schmidt. His name is my name, too. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official eatry form or a 3-by-5-inch index card. Enter as many times as you like. Mail each entry separately to: Ehrysalis: Borne of the Supernature InQuest Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of com pleted forms will be accepted, but you can chotocopy the entry form before filling it out if you don't want to sness up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered Prizes are awarded in the name of contest winners and are not transferable. Offer void where prohibited, requ lated, as restricted by law in a manner inconsistent with the purposes and rules hereof. Speaking of hot days, did You know that the government says that as long as no more than 20% of a hot dog is made of human Resh, if fill for human consumption? Weird, huh? All entries must be received at contest beadquarters by September 29 1995. Wizard Press is not responsible for lost, late, misdirected, or mutiliated entries. Odds of winning will be deter mined by the number of valid entries received prior to the closing date of the centest. Prize winners will be selected by a random drawing by Wizard Press from all properly completed entries. Drawing will take place on October 16, 1995. All decisions are final. Cause a stink and we'll screw with your credit rating.

For a list of winners, available after October 16, 1995, send a self-addressed, stomped envelope to: Chrysolis: Borne of the Supernature InQuest Contest Winners, c/o Wizard Press, P.O. Box 118, Congers, HY 10920-0118.

This month's contest is sponsored by Comico, and we think they're real swell. Plus they're from Chicago, so they really know hot dogs.

FOURTH Prize (50 winners)

Fifty readers will each receive a *Chrysalis: Borne of the Supernature* booster pack. Flip 'em! Trade 'em! Play 'em!

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It's so darned simple even we understand it. Fill out the entry form. Send it in. It's a random drawing. And read Elementals. It's a cool book.

Fill this sucker out, put it an envelope, and send to:

Chrysalis: Borne of the Supernature InQuest Contest,

c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

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Limited availability keeps Ice Age cards in demand.

Even though Ice Age has been out for months now, its limited release to the stores has kept gamers from getting the quantity of cards they so desperately want. Most have accepted the fact that packs go for \$3-\$4 and are limited to three or five per customer. Hell, you've probably paid your sister to go in and buy some for you.

The same situation holds true for the Magic: The Gathering Fourth Edition. Boxes come in, the stores sell out, and we wait until the next shipment. If Chronicles has come out by the time you read this, you'll have noticed that it's extremely limited as well. The set may be printed year-round, but it'll come to us in a trickle. Don't be surprised if packs go for \$4 or more for several months.

> Watch for prices to drop immediately on older cards that show up in Chronicles, but don't panic yet. If the rumors regarding its limited release are true,

Also keep in mind that WotC is thinking about pushing back the release of the Ice Age expansion set Homelands until early 1996, which will give the industry some recovery

time. Not only are gamers scrambling to keep up with this three-month, one-Magicset-per-month bonanza, there are a hell of a lot of new games coming out that players want to try.

Ice Age Card Activity

A few special cards in Ice Age were extremely powerful and desirable, and the prices for them are very high.

Jester's Cap is arguably the best card in Ice Age. Not only does it let you look through your opponent's entire library, but you can remove three cards from the game with it! This can cripple many single-minded decks that rely on a few cards to kill you. The Cap's cousin, Jester's Mask, lets you go through your opponent's library and draw her a new hand from it. Apparently, these and other library cards are very popular nowadays. The Cap and Mask go for as high as \$20 and \$15 respectively in some places.

There are several other big Ice Age cards. Blinking Spirit (\$6-\$10) is a white creature that can be unsummoned at will, meaning it's next to impossible to kill. Call to Arms (\$6-\$10) is a version of the old, still-popular Jyhad, which hasn't been affected pricewise. Chaos Moon (\$6-\$10) is, if you're careful, a Gauntlet of Might (also unaffected). Deflection (\$8-\$12) is invaluable: a Counterspell and Fork combined in one. Elder Druid (\$8-\$12) can Twiddle things as a fast effect. (Twiddles are about as valuable as banana peels nowadays, thanks to all the cards that do similar things.)

General Jarkeld, Marton Stromgald, and Skeleton Ship are all sought-after legends because of their powerful fast effects. They're around \$10 each-but the other Ice Age legend, Merieke Ri Berit, won't increase much in price because she can't untap without the aid of another card.

The improved-upon creatures in Ice Age are particularly desirable. The Fourth Edition Sengir Vampire only gets a +1/+1 token for each creature it kills, but the new Krovikan Vampire gives you control of the creatures it kills! It fetches \$4-\$6, and should go higher. Whereas the Serra Angel can attack without tapping, Seraph, like the Krovikan bloodsucker, also gives you control of creatures she kills. She should also go



By Douglas Goldstein

Monstrously powerful cards like the Jester's Mask and Jester's Cap have helped make Ice Age the hottest

expansion set since Legends.

62

beyond her current \$8-\$12 price. People are even seeking out the new Balduvian Hydra at \$5-\$8 each, if only because its big brother the Rock Hydra is now discontinued (and can fetch up to \$18).

Surprisingly, the new Brainstorm (draw three cards and put back two from your hand) hasn't yet affected the price of the old Ancestral Recall (draw three cards), which still fetches between \$50 and \$70 for the Unlimited version. Time should wear down demand for Ancestral Recall, since we don't really need it anymore.



Magic Card Activity

The Fourth Edition's new card roster has inspired a lot of market activity. Carrion Ants and Killer Bees are two of the Fourth's biggest attractions. Even though the originals have dropped in value, they continue to sell. People are also grabbing the new Strip Mines and Circles of Protection: Artifact when they can. Useful cards like Living Artifact are also nudging up in value. Remember that the biggest key to a card's value is its usefulness.



Are you one of the people who've decided to seek out the killer creatures in Magic? The powerful ones, the monsters that can turn a game on its ear, are all in demand and gaining value. The Fourth Edition Royal Assassin (tap to kill any tapped creature) goes for \$10-\$15, and older ver-

Carrion Ants, aside from being able to move rubber tree plants, are keeping Magic Fourth Edition hat.

UNTAPPED POTENTIAL

Card Name: Icatian Lieutenant Set: Fallen Empires Current Value: \$1.50-\$2.50 Rarity: Rare

The Icatian Lieutenant was always somewhat useful because it could pump up the power of a target Soldier. But the Lieutenant (a Soldier himself) didn't catch on at first because Fallen Empires had the only Soldiers, and they weren't too impressive. Also, one white and another mana is a lot for +1/+0.

Ice Age brings this card into the spotlight because most of the Kjeldoran white creatures are



Soldiers! The Kjeldoran Skyknights and Skycaptains-which both band, fly, and have first strike, and are 1/1 and 2/2, respectively-work frighteningly well in tandem with the Icatian Lieutenant, since the whole point of a first-strike creature is to get its power high. Watch for this card to improve white decks tremendously.

sions are going up in price. The discontinued Vesuvan Doppelganger is heavily sought-after, and the Revised V.D. (boy, that's one card that shouldn't be initialized) fetches up to \$25. Creatures that give their brethren pluses, like Goblin King and Thrull Champion, are also on the move.

Let's not forget about the old Revised "gotta-have-'emor-you're-a-loser" discontinueds like Fork and the dual lands. The new Ice Age dual lands aren't as easy to use as the old duals, and if you're playing a multicolor deck, 'you've gotta have them. Everyone knows this, so all 10 old duals can go for around \$20 each.

Speaking of Fork... is it restricted? Yes. In demand? Yes. Cheap? No. How much? \$15-\$25.

New Guide Twist

Take a good look at the price guide. Notice anything? There's two prices for each card instead of one, a low price and a high price. No, there aren't a few hundred tiny Vesuvan Doppelgangers running through the price guide, we've simply improved our price-gathering methodology and presented the results in a more reader-friendly format.

The high and low prices account for the price variety you'll find throughout the country. The small-town shop might sell Vesuvan Doppelganger for \$13, but stores in suburban or metropolitan areas may ask for \$15. Therefore, instead of boiling our survey information down to one price, we eliminate the highest and lowest 10 percent of the prices and presented a range. This gives collectors a better guide to fair pricing.

If you have any feedback on our price guide, please fill out our survey and let us know.

Doualas Goldstein claims to be Spock. But he's not, dammit! C'mon, where are his friggin' Vulcan ears? And Spock wears pants!

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We want to know what you think

Hey, got five minutes? Good. Fill this out. Y'see, with your help, the InQuest price guide will continue to grow like a squirrel monkey on steroids, serving up the best darn price guide both sides of the Mississippi.

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WHAT YOU NEED TO KNOW ABOUT THE INQUEST PRICE GUIDE

About the Price Guide

The following collectible card game price guide contains the most accurate and up-to-the minute card prices available. To make sure the values listed are as timely as possible, we're in constant contact with hundreds of retailers and fans throughout the country. Ultimately, though, a card is worth whatever you are willing to pay for it, or what someone is willing to pay you for it. A value listed for a card in a price guide does not definitively state what a card is "worth."

How to use the InQuest Magic Price Guide

It's easy. When a card has changed value since last month's listing, or when a card is experiencing heavy sales without a price change, it has a shaded bar. If the card has risen in value, it has a pink bar. If it has fallen in value, it has a blue bar. If the card is selling briskly but has not risen or fallen in value since the last listing, it's marked with a yellow bar. In this example, the Dark Heart of the Wood has risen since last month, the Diabolic Machine has dropped in value since last month, and the Electric Eel has been selling like wildfire without experiencing any fluctuation in price.

All cards have their color designations to the left of the card name.

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How to use the InQuest CCG Price Guide

In this example, Doomtrooper is the name of the game, Heartbreaker is the name of the manufacturer, and Inquisition is the title of the expansion set. In addition to the pink and blue bars, a green bar is used to indicate a set that is being listed for the first time in the price guide. A • indicates that a price was not available at this time.

Remember, color bars do not indicate whether a card will rise or fall in the future. We ain't no fortune tellers.

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The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked... One person's Mint is another's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he/she feels important. Without further ado, here are the grades:

Mint (MT): Perfectimendo! Beautiful! Sort of a card cross between the Taj Mahal and Gindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, dean as a whistle, and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good gloss should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

Near Mint (Nr MT): Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30 percent bigger than its counterpart. All prices in this guide are for Near Mint cards.

Excellent-Mint (EX-MT): This card is still a great looking cord and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 to 90 percent of price guide listings.

Excellent (EX): Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of facus. Excellent cards sell for 50 to 70 percent of price guide listings.

Very Good (VG): A card that grades Very Good may have at least one very worn corner, two to three worn corners and 85/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG cord sells for 20 to 40 percent of price guide listings.

Good (GD): A card that's graded Good isn't really good. Think of it as an OK card—that is not so hot to begin with—that got into a right on the way home. The card may have three to four well-worn corners, it may be way offcenter, and it might even have a crease or two. Cards in this condition are not tournament legal, because they are considered "marked" cards. Good cards sell for 10 to 15 percent of price guide listings.

Fair: Boy, if you thought Good cards were bad, you ain't seen nothing yet. Fair cards contain holes, tears, stains, water damage, and everything else under the sun. These cards, too, are not tournament legal and look like they went through the wash in your jeans. Fair cards sell for five to 15 percent of price guide listings. (Which would make a Fair Wall of Wood, like, negative six bucks.)

Poor: OK, let's get one thing straight: Poor cards are about as much fun to look at as that cow at Rutgers University with the window in his belly. Poor cards sell for less than five percent of price guide listings (i.e., they suck).



ALPHA LIMITED

Cards have black borders. Alpha cards have a
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10) Killer Bees

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TOP TEN HOTT

9) Deflection

While not as all-around useful as a good of Courterspell (though just as annoying), Deflec-tion still kicks ass. For four mano, you can redirect a single-target spell to any other logal target

	Stone Grant	1 25.	2 00
ī		. 75.	
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iii	Sunglasses of Urza	4 00	6 OD
ñ		. 20	. 40
5	Swords to Plawshares	2 25 .	3 00
	Torgo ,	20 00	35 00
=		75	1 50
_	Thicket Basilisk	3 25	4.00
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		90.00	. 110.00
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		1 25	2.00
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		5.00	
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	ā	Animote Wolf	3.25 4.00	
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TOP TEN HOTTEST CARDS
5) Dual Lands o
No depletion counters. No stinging for a point
of damage. No fuss, no muss. The dual lands,
which can give you either one of two color
mana (depending on which dual it is), are the
two-headed kings of mana.

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ARTIFACT

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■ BLUE

GREEN

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	Hurkyl's Recall	6.00 10.00
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TOP TEN **HOTTEST** CARDS 4) For k A 10-point fluritane for two red mana? Demonic Tutor for two red? Regrowth for two red? An interrupt that can make an exact diplicate of any instant or sorcery fust cast, Fork is a freekin monster.

ľ	Fork is a freakin' monster.		1
-	Cocoon Concordant Crossroads	4.00	6.00
	Concordant Crossionals	12.00	18.00
	Cosmic Horror	7.00	10.00
	Ernw Grant	10.00	15 00
	Crevinsse	3.50	. 5 00
	Crimson Koholids	35	75
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	Crookshank Kobolds	35 .	75
	Cyclopeon Mummy .	. 35	75
	Dakkon Blackblade	20 00	30.00
	D'Avengnt Archer	1 50 .	2.50
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	Elven Riders	75	1.50
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Freyolise's Winds Fumorole Fyligio Fyligio Fyndhorn Brownie Fyndhorn Blder Fyndhorn Bolen Fyndhorn Bolen Fyndhorn Bow Gome of Chaos Gongrenous Zombies General Jarkeld Ghostly Frame Giant Trop Door Spider Glacers	2.50
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Ice Berg	2.50 3.50
Ice Cauldron	
Ice Floe	
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ley Manipulator	7.00 10.00



TOP TEN HOTT

1) Jester's Cap Da winnah an' new cham-peen!" Knocking Juzam from the pole position is the mighty Jester's Cap. Just pump two mana into it, tap...is, and sacrifice it to search through your oppo-ment's library...and remove three cards from the game! Not a good way to make new

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	Illusionary Forces	35		75
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	Screed Boon Scaled Wurm Sen Spint Sen Spint Servires Seruph Shambling Stinder Shafter Sheld Bearer Sheld of the Ages Shyft Sibbant Spirit Silver Erne Skeleton Ship Skull Catoput Sleight of Mind Snow-Covered Farest Snow-Covered Farest Snow-Covered Island	2 50 3 50 35 75 8 00 12 00 35 75 8 00 12 00 35 75 35 75 35 75 35 75 35 0 5 00 6 00 10 00 7 00 12 00 2 50 3 50 8 00 12 00 2 50 3 50 3 50 350 3 50 3 50 3 50
	Screed Boon Scaled Wurm Sen Spint Sen Spint Servires Seruph Shambling Stinder Shafter Sheld Bearer Sheld of the Ages Shyft Sibbant Spirit Silver Erne Skeleton Ship Skull Catoput Sleight of Mind Snow-Covered Farest Snow-Covered Farest Snow-Covered Island	2 50 3 50 35 75 8 00 12 00 35 75 8 00 12 00 35 75 35 75 35 75 35 75 35 0 5 00 6 00 10 00 7 00 12 00 2 50 3 50 8 00 12 00 2 50 3 50 3 50 350 3 50 3 50 3 50
	Screed Boon Scaled Wurm Sen Spint Sen Spint Servires Seruph Shambling Stinder Shafter Sheld Bearer Sheld of the Ages Shyft Sibbant Spirit Silver Erne Skeleton Ship Skull Catoput Sleight of Mind Snow-Covered Farest Snow-Covered Farest Snow-Covered Island	2 50 3 50 35 75 8 00 12 00 35 75 8 00 12 00 35 75 35 75 35 75 35 75 35 0 5 00 6 00 10 00 7 00 12 00 2 50 3 50 8 00 12 00 2 50 3 50 3 50 350 3 50 3 50 3 50
	Screed Boon Scaled Wurm Sen Spint Sen Spint Servires Seruph Shambling Stinder Shafter Sheld Bearer Sheld of the Ages Shyft Sibbant Spirit Silver Erne Skeleton Ship Skull Catoput Sleight of Mind Snow-Covered Farest Snow-Covered Farest Snow-Covered Island	2 50 3 50 35 75 8 00 12 00 35 75 8 00 12 00 35 75 35 75 35 75 35 75 35 0 5 00 6 00 10 00 7 00 12 00 2 50 3 50 8 00 12 00 2 50 3 50 3 50 350 3 50 3 50 3 50
	Screed Boon Scaled Wurm Sen Spint Sen Spint Servires Seruph Shambling Stinder Shafter Sheld Bearer Sheld of the Ages Shyft Sibbant Spirit Silver Erne Skeleton Ship Skull Catoput Sleight of Mind Snow-Covered Farest Snow-Covered Farest Snow-Covered Island	2 50 3 50 35 75 8 00 12 00 35 75 8 00 12 00 35 75 35 75 35 75 35 75 35 0 5 00 6 00 10 00 7 00 12 00 2 50 3 50 8 00 12 00 2 50 3 50 3 50 350 3 50 3 50 3 50
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	Screed Boon Scaled Wurm Sen Spint Sen Spint Servires Seruph Shambling Stinder Shafter Sheld Bearer Sheld of the Ages Shyft Sibbant Spirit Silver Erne Skeleton Ship Skull Catoput Sleight of Mind Snow-Covered Farest Snow-Covered Farest Snow-Covered Island	2 50 3 50 35 75 8 00 12 00 35 75 8 00 12 00 35 75 35 75 35 75 35 75 35 0 5 00 6 00 10 00 7 00 12 00 2 50 3 50 8 00 12 00 2 50 3 50 3 50 350 3 50 3 50 3 50
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	Screed Boon Scaled Wurm Sen Spint Sen Spint Servires Seruph Shambling Stinder Shafter Sheld Bearer Sheld of the Ages Shyft Sibbant Spirit Silver Erne Skeleton Ship Skull Catoput Sleight of Mind Snow-Covered Farest Snow-Covered Farest Snow-Covered Island	2 50 3 50 35 75 8 00 12 00 35 75 8 00 12 00 35 75 35 75 35 75 35 75 35 0 5 00 6 00 10 00 7 00 12 00 2 50 3 50 8 00 12 00 2 50 3 50 3 50 350 3 50 3 50 3 50
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	Socred Boon Scaled Wurm Sea Spirt Searph Shambling Studer Shatter Sheld Bearer Sheld of the Ages Shyft Stilver Eme Skeleton Ship Show-Covered Farest Snow-Covered Plains Snow-Covered Swamp Snow-Covered Swamp Snow-Covered Swamp Snow Fortiess Snow Hound Snow-Ship Snow-Govered Swamp Sn	2 50 3 50 35 75 36 00 12 00 35 75 35 50 500 12 00 2 50 3 50 8 00 12 00 2 50 3 50 15 35 15 35 35 75 500 2.25 3.00 2.25 3.00 2.25 3.00 2.50 35 75
	Socred Boon Scaled Wurm Sea Spint Sea Spint Seazures Seruph Shombling Strider Shafter Shafter Shald of the Ages Shift Silver Eme Skeleton Ship Skull Catoput Skeleton Ship Skull Catoput Show-Covered Farest Snow-Covered Farest Snow-Covered Farest Snow-Covered Plains Snow-Covered Shand Snow-Covered S	2 50 3 50 35 75 36 00 12.00 35 75 35 75 35 75 35 75 35 75 3.50 5.00 6 00 10 00 2 50 3 50 8 00 12 00 2 50 3 50 8 00 12 00 2 50 3 50 8 15 35 15 30 2 25 3 00 2 25 3 00 3 75 3 75 1 50 2 50 3 75 3 57 5 75 1 50 2 50 3 57 5 75 3 57 5 75
	Socred Boon Scaled Wurm Sea Spmt Searuph Shambling Sinder Shatter Sheld Bearer Sheld of the Ages Shyft Silver Erne Skeleton Ship Show-Covered Pluins Snow-Covered Pluins Snow-Covered Swamp Snow-Covered Swamp Snow Fortiess Snow Hound Snow-Fortiess Snow Hound Snow-Fortiess Snow Hound Snow-Fortiess Snow Hound Snow-Fortiess Sno	2 50 3 50 350 35 35 35 35 35 35 35 35 35 35 35 35 35
	Socred Boon Scaled Wurm Sea Spint Sea Spint Seazures Seruph Shambling Sinder Shafter Skall Catapath Skall Catapath Sleight of Aland Snow-Covered Farest Snow-Covered Farest Snow-Covered Flains Snow-Covered Plains Snow-Covered Plains Snow-Covered Swamp Snow Covered Swamp Snow Fortiess Snow Hound Snow Fortiess Snow Hound Snowblind Snowblind Snowblind Snowblind Snowblind Snowblind Snowblind Snowblind Snowblind Snow Fortiess Snow Hound Snow Fortiess Snow Hound Snow Bartier Soul Barrier Soul Barrier Soul Barrier Soul Barrier Soul Barrier Soul Barrier Soul Kiss Spectral Shield	2 50 3 50 350 35 35 35 35 35 35 35 35 35 35 35 35 35
	Socred Boon Scaled Wurm Sea Spmt Searuph Shambling Sinder Shatter Sheld Bearer Sheld of the Ages Shyft Silver Erne Skeleton Ship Show-Covered Pluins Snow-Covered Pluins Snow-Covered Swamp Snow-Covered Swamp Snow Fortiess Snow Hound Snow-Fortiess Snow Hound Snow-Fortiess Snow Hound Snow-Fortiess Snow Hound Snow-Fortiess Sno	2 50 3 50 35 75 8 00 12 00 35 75 35 75 35 75 35 75 35 75 35 75 350 500 6 00 10 00 2 50 3 50 8 00 12 00 2 50 3 50 3 50 500 15 35 15 35 17 30 2 25 3 50 3 5

	Spoils of War Staff of the Ages Stampede Stench of Evil Stone Rain Stone Spirit Stonehands Stonehands Storm Spirit Storm Spirit Storm Open Storm Spirit Storm Spirit Storm Spirit Storm Spirit Storm Spirit Storm God Cobal Stunted Growth		
	Spoils of War	6.00	10.00
	Stoff of the Ages	3.50	5 00
	Stompede	5.00	. 8.00
	Stench of Evil	3.50	. 5 00
	Stone Rain	.35	75
	Stone Spirit	3.25	. 4.00
	Stonehands	.35	.75
	Storm Spirit	6.00 .	10 00
	Stormbind	4 00	6 00
	Stromadd Cabal	6.00	10.00
	Stunted Growth	5 00	8.00
-	Sulfurous Sonnes	4.00	6.00
100	Sunstone	1.50	2.50
	Strongald Cobal Stunted Growth Sulfurous Springs Sunstone Sworth to Plowshares Torpon Thermokarst Thoughtfeech Thunder Wall Timbetine Ridge Tinder Wall	ns	10
5	Swords to Plowshores	1.50	2.50
	Inmen	35	75
	Thermokarst	3.50	5.00
	Thoughtleach	2 [0	3 50
	Thunder Wall	2 20	0.00
	Technica Main	2.23	. 3 00
-21	Tender Well	3.00 .	- 0.00
ы	Ter Orah	.33	/5
	Trees of Doors	4 00	. 6.00
	touch of Death	. 35	75
	Finder Wall Time Bomb Touch of Death Touch of Vitue Tour Goot	2.25 .35 4.00 4.00 4.00	3 00
	tor usum	.35	75
	Total War	4.00	. 6 00
	Traiblazer Underground River Underground River Undraft Utza's Bouble Veldt	4.00	6.00
	Underground River	400	. 6 00
-	Updraft	1.50	. 2 50
	Urza's Bauble	1.50 .	2.50
		1.50 5 00 2 50 2 50 5 00	8 00
	Venemous Breath .	250	. 3.50
	Vertigo	2 50	. 3.50
	Vexing Arconix	5 00	8.00
100	Vibrating Sphere	3 50	5.00
-	Walking Wall .	3 50	. 5 00
	Walking Wall . Wall of Lava	2.25.	3.00
	Wall of Pine Needles	2.25	3.00
- 60	Well of Shields	2.25	3.00
	Wall of Shields	3.50	5 00
$\overline{\Box}$	War (Apanot Warning Wholebone Glider White Scarab Whiteout Wild Growth Wind Spant Wings of Aesthir Winter's Chill Witherling Wisps Willings	35	75
-	Wholehone Glider	2 25	3 00
	White Cearsh	2.23.	3 50
=	White Study	2.30	3 30
	Mu 160CL	3 23	4 00
	WIG BIDWIN	3.50	7.50
	Wind Spint	2.50	. 3.50
-	Wings at Aesthir	4.00	. 6.00
	Winter's Chill	5.00	8.00
	Withering Wisps .	2 25 .	. 3.00
	Witngo Woolly Mammoths Woolly Spider Word of Blasting	5.00	. 8 00
	Woolly Mammoths	35 35	75
	Woolly Spider	77 ,	75
	Word of Blastina	2 25	3.00
	Word of Undo no	.35	. 75
	Word of Undoing	5.00	. 75 8 00
	Yavamaya Gants	3 25	4 00
	Zur's Weird no	6.00	4 00
	Zuran Enchanter	20	75
	Zuman Cale	2.50 .	2 00
	Zur's Werding Zuran Erichanter Zuran Orb	35 . 250 . 35	3 50
	Zuran Spellcaster	35	75
-			
CI	PECIAL OFFERS		
	Arena	6 00	10 00
=	Clast Raday	4.00	10 00

SF	PECIAL OFF	ERS	-	_	
	Arena			6 00	10.00
	Giant Bodger .				
	Mone Crypt				. 10.00
-	Nalathru Dragon			6.00	10.00
	Sewars of Estark			6 00	. 10,00
	Windseeker Cent	QUT		6 00	10,00

FACTORY SETS

This set is known as the "Domestic Version." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal. M:TG Beta Factory Set (363 cards) 5200 00 250 00

Known as the "International Version," this set the Unlimited Series. Cards are also not tournament legal.

M 16 Unlimited Factory Set (363 cards)
. \$275 00 350

350 00 This set contains two, 60-cord revised starter decks, 30 counters and a revised checklist.

M TG Revised Boxed Set \$20.00

This set contains two, 60-card fourth-edition starter decks, 30 counters and a fourth edition checklist. M:1G Revised Boxed Set \$18 00 25 00

Q



	ili Set (124 Cards)
	Card NameOrigin
	Abu 3o'for
	Active VolcanoLG
	Akron Legionnoire
	AloddinAN
	Angelic VoicesLG
	Arcades SabbothLG
	Areng of the Ancients LG
	Argothian Pixies
	Ashnod's Altur
	Ashnod's Transmogrant
	Axelrod GunnarsonLG
Ŧ	Ayesha Tanaka
ā	Azure Digke LG
-	Banshee
=	
	Borl's Cage DX
	Beasts of BogardanLG
4	Blood of the MartyrDK
	Blood MoonDK
	Bog RatsOK
	Book of RassDK
	Boomerang LG
	Bronze Horse
	Cat Warriors LG

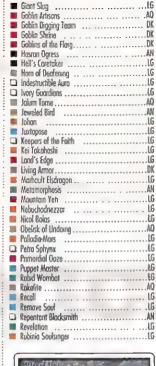
Chromium 16
City of Brass AN
Cocoon LG
Concordant Crossroads LG
Craw Grant
■ Cuombaj WitchesAN
Cyclone
Dakkon Blackblade LG
Dence of Mony
BondonAN
D'Avenont Archer LG
Divine Offering
■ Emerald DragonflyLG
Enchantment Alteration
Erhnam Djinn
■ Follen, The
■ Follen Angel
Feldon's CaneAQ
Fire Drake DK
Fishliver Oil
Flash Flood
Fountain of Youth
Gobriel Angelfire
Gountlets of Chaos
Ghazban Ogre





Swamp King
Weighing in at a monstrous, examply alking
5/5, this bad buy gives his centroller one life
who may black spell is successfully cost.

ď





TOP FIVE HOTTEST CARDS

3) City of Brass
While this land stings you for a point every
time you top it, it can also generate any colormany you want. Hot too shabby!





TOP FIVE HOTELST CARDS

2) The Bilder Dragons
The skies of Dominate just got a shote for more dangerous. The mighty Elder Dragons
live again. Somebody go tell the Shivan to get in the back seat.



All non-basic lands are non-basic mountains Hear's light flooded scrott the lands age, closhing merything in deep ermison.

TOP FIVE CARDS

every non-hasic land, like Maze of 1th, City of Brass, and dual lands, into basic mountains!

The ultimate equalizer, Blood Moon turns

5) Blood Moon

TOP FIVE HOTTEST CARDS

1) Recall

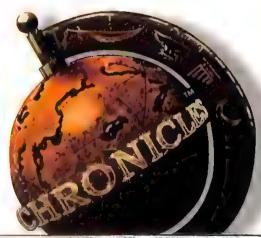
Acting like a Regrowth on a coffeine high Recall can bring one, two, wree—fiell, as many card, as you want out of your groveyard. We've talked hig-time power!



RUMMIEST CARD

Goblin Artisans

someony are of a unit of the back of someony are unit of the back of the back



SARTHACI WELACE IN BLUE

GREEN

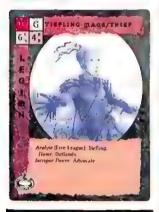
30

MULTICOLRED

RED WHITE

TE LAND

HEY! Check out our Low-High price listings this month in our quest to bring you a more occurate price guide. The range represents the lowest and highest prices that we've received minus the top ten and lowest ten percent to eliminate great paints in the failure. swings in prices. Enjoy!



BLOOD WARS-TIEFLING MAGE/THIEF

BLOOD WARS

127 1995	
Fuil Set (334 cords) \$300.00	400.00
Starter Deck Duals (100 cards) 8.00	10 00
Starter Box (10 dual decks) 80.00	100.00
Booster Pack (15 cards) 2 25	2.50
Booster Box (36 packs) 80.00	90.00
Assessination Plot 5.00	8 00
Choos Beast 4 GO	6.00
Lady of Pain	35.00
Shield Maidens of Odin 4.00	6.00
Tigmat	8.00

FACTOLS AND FACTIONS

Full Set (134)	\$40 00	60.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	80.00	90 00



DIXIE-2ND MISSISSIPPI

OctMBIA GAMES 1995 Full Set (200 cards) . \$50.00 Strater Back (60 cards) . 80.00 Strater Box (10 decks) . 80.00 Booster Pack	70.00 10.00 100.00 . NONE
Buck Woods .75 Color-Guard .75 Rebel Yell 1.25	1.50 - 1.50 2.00

10 PDR Parrott 12 PDR Hownizer	1.25		
HEARTBREAKER 1995 Full Set (337 cards) Sturter Deck (60 cards) Sturter Box (10 decks)	\$275.00.	9.00	
Booster Pock (15 cards)	2.25	90.00	

Starter Box (10 decks)	75.00	90 00
Booster Pock (15 cards)	2.25	2 50
Booster Box (36 pocks)	80.00	90.00
Alakhi The Cunning	7,00 7 00 5 00	10 00

INQUISITION EXPANSION

Full Set (170)	.\$150.00 200.00
SASSISI (Sell fa entes)	2.25 250
Booster Box (60 packs) .	80.00 90 00

ECHELONS OF FIRE/FURY

WEDALIION SIMULATIONS 1443
Full Fire Set (69 cards)\$30.00 50.00
Full Fury Set (57 cords) 30.00 50 00
Fire Starter Deck (65 cards) 8.00 10 00
Fire Starter Box (10 decks) 80.00 100.00
Fire Booster Pack (15 cords) 2 50 3 00
Fire Booster Box (36 pocks) 90.00 110.00
Fury Starter Deck (65 cards) 8.00 12 00
Fury Starter Box (10 decks) . 80 00 100 00
Fury Booster Pock (15 cords) 2 50 3 00
Fury Booster Box (36 pocks) . 90 00 110 00

FLIGHTS OF FANTASY

Full Set (108 cards)		540 00		60.00
Storier Deck		2 25		. 2.50
Booster Box (36 pocks)	*****	80.00	4 5 -	90.00



GALACTIC EMPIRES-KREBIZ HEAVY CAPSULE

GALACTIC EMPI	(E5
(05 - 1,144 ,	
Full Set (440)	.\$175.00210.00
Starter Deck (55 cords)	
Storter Box (10 decks)	
Booster Pock (12 cerds)	
Booster Box (36 packs)	80.00 90.00
Dragon Hatchling	4.00 6.00
Dragon Lair	4.00 6.00
Moon Drogoness	5.00 8.00
Mount Drogoness	
Monster Overstrike	
Scintillating Dragoness	3 30 3.00
NEW EMPIRES E)	(PANSION
COMPANION CAMES 1995	
COMPANION CAMES 1777	C75.00 125.00
Full Set (209)	3/3.00 123.00
Booster Pack (12 cords)	2.00 2.25
	THE PARTY OF THE P

Booster Box	•
Ancient Spacefarer 2.50 3.50 Fighter Pilot 2.50 3.50 Spitrual Leader 2.50 3.50 Stellar Map. 2.25 3.50 Volanle Cargo 3.25 4.00)



ILLUMINATI- ANNUAL CONVENTION

ILLUMINATI: NEW WORLD ORDER LIMITED EDITION

Card names are in gold printing.

Lard names are in gold prining.	
Full Set (412) \$400.00 Factory Set (450)	. 500 00
Factory Set (450) 65.00	75 00
Stricter Beck Bool Pock (110) 18 00	20.00
Starter Boy (5 dual darks) 90.00	100.00
Parette Back (15 confe) 4.00	100 00
bousier rock (13 coles) 4 UV	5 00
Starter Box (5 dual decks) 90.00 . Booster Pock (15 cards) 4 00 Booster Box (36 packs) 110.00	160.00
Unlisted Singles	SD
Adepts of Hermes 1 50	250
Air Mogic 150	2.50
An Offer You Con't Refuse 1.50	2.50
Air Mogic	2 50
Annual Composition 1.50	250
Annual Convention 1.50 Antiwor Activists 150 Ark of the Covenant 1.50	2 20
Ark of the Council	2.50
DATE 1.50	2.50
D.A.I.P	2 00
Bank Merger 1.50	2 50
Bank of England 1,50	2.50
Bayanan Illuminah 1.50	2.50
Bermuda Triangle	2.50
Big Sellout, The 1 50	250
Bigger Business 75	1 50
Ark of the Lovenant 1,50 BA.T.F. 125 Bank Merger 1,50 Bank of England 1,50 Bavanan Illuminath 1,50 Bermuda Triangle 1,50 Big Sellout, The 1,50 Bigger Busness 7,5 Birzkneg 3,25 Bodyquard 1,50 Book of Kelis 7,5 Botched Contact 7,5	4.00
Rodyminad	4.00
Rook of Kalk	- 4.50
Book of Kells	. 150
Bribery	1 50
C.I.A 3.25	4.00
Canado 150	2 50
Came Mulifolors 1,50	2 50
Celebrity Spokesmon	1 50
Censorsh p	1.50
Center For Disease Control . 75	1.50
CFL-AIO 1 50 China 1.50	2 50
China 1.50 Church of Elvis	2.70
Church of Elvis . 75	2 50
Close 1 75	1 30
Clone . 1 25	. 200
Combined Disasters 150 Comic Books . 75 Computation	2 50
Comit books . 75	1 50
	1.50
Computer Security . 1 50	2 50
Componer viius 75	1.50
Congressional Wives 75	1.50
Corruption	2 50
Count Drecula 1.50	7 50
Counter-Revolution 1 50	2 50
Counterspell 75	150
Cover of Dorkness 1 50	2.50
Cover-Up 150	2 50 2 50
Criminal Overlands 1 so	2 50
	2 50
Cyborg Soldiers 3 25	2 50 4 00
Deasel Engine	4 00
D. al. 11-1	2.50
Demounts	1 50
D	1.50
Duracau Paul	2 50
Discouling County	1 50
Discordion Society 1 50	
	2.50
Dollars for Decency 75 Eat the Rich 150	2 50

:	EFF	1.50	2.50
	18 1/2 Mmute Gap	1.50	. 2.50
:	Elders of Zion	1.50	2.50
*	Eliza	/5	1.50
	Embezzlement	2.43	. 4.00
	Elders of Zion Elizo Elizo Empty Vee Emety Vee Energy Crisis Fivil Genuses Tomorrow Foction Fight Feer and Loothing Federal Reserve Feminists Fidel Castro Finland First Thing IGII All Lawyers Flower Power	1 25	2.00
:	Energy Crisis	150	2 00 2.50 2 50
	Evil GenousesTomorrow	1.50	2 50
:	Faction Fight	1.50	2 50
	Fear and Loathing	75	1.50 1.50 . 1.50
:	Federal Reserve	/5	1.50
:	Firlel Costro	. /3	. 1 50 1.50 2 50
:	Finland	1.50	2.50
	First Thing , Cill All Lawyers	1.50	2.50
:	Flower Power	75	2.50 1.50
:	Flower Yower Foiled! Forgery Freeking the Mundanes Fred Birth Society Gong War Gay Activists Germany Ginnt Kurlan	75	1.50
:	Forgery	75	1.50
	Freoking the Mundanes	/5	1.50
:	Gane War	70	2.50
:	Grow Artisacts	75	1.50
	Germany	3.25	- 1 50 4 00
	Giont Kudzu . Gnomes of Zurich Goldfish Fonciers	.75	1 50
	Gnomes of Zurich	1.50	1 50
	Goldfish Fonciers	1,50	2.50
:	Great Pyramid, The (Mog. Insert).	1.50	2.50 2.50 2.50
:	Green Company	1.50	2.50
	Hackers	./5	1.50
	Hand of Madness The	1.50	2.50
	Head in a Jar	75	2 50 1.50 2.50
:	Hex	1 50	2.50
:	Hidden Gty	.75	1 50
:	Hidden Influence	1.50	250
i	Goldfish Fancers Great Pyramid, The (Mag. Insert) Gremfins Gun Control Hackers Hand of Madness, The Head in a Jor Hex Hidden City Hidden Influence Hinler's Brain	3.25	4.00
:	Hoax	.75	1.50
:	Hollywood	./5	1.50
	Holy Grail, 188	1.50	2.50
:	I Lied	./3	1.50
	Immortality Saarm	150	2.50
:	Into I Communicat Conspiracy	1.50	. 2.50 . 2.50
:	Intnt' Weather Droopszotico	. 75	1 50
:	Israel	150	2.50
÷	Led I.R.S. Immortality Serum Intrial Communist Conspiracy Intrial Weather Organization Israel	3.25	. 2.50 4.00
i	Jammy Hoffa Junk Mail Kill for Peace! 1-4 Society Lew and Order Let Them Ear Cake! Let's Ger REALLY Organized Let's You and Him Fight Libertramas. Libertramas. Libertramas. Local Police Departments Logic Bomb Mafia, The	2.25	3.00
į	Junk Moil	. 75	1.50
:	Kill for Peoce!	1 50	250
	L-4 Society	./5	- , 1.50
:	Law and Order	/5	1 50
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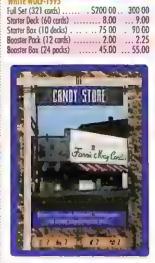
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What you need to know about the InQuest MAGIC Players Guide

The InQuest Player's Guide is meant to serve as an aid in playing collectible card games. Every month you'll find the most extensive card descriptions for Magic: The Gathering available, along with one other collectible card game that is the Player's Guide Spotlight of the month.

EXAMPLE LISTING

	409	o Of FURE.				
Book of Ram acti	U	90	SEv	6	DK	
2: Socifica 2 life to draw 1	cord					
Botile of Suleiman ART			Illy		AN,R	
1: Flip a com. If apponent v	vins, do	o 5 dama	ige to you	oná d	Scard	
Battle of Suleiman, Otherwi	ise, îma	mediately	replace (Bottle (í	
Suleiman with a Djinn take	n, whid	his 65/	3 flying a	rifect	creatore,	
S 9 E1 . 100	-	-	WALL		325 4701	

- Bronze Tablet TWa 6 4: Target an apparent's card in play; remove target and Branze Tablet from game (play as an interrupt). You now own target card, and your opposest now owns Bronze Tablet. Exchange is peasement Opponent may counter Branze Tablet by socificing 10 life. Branze
- Tablet enters play tapped.

 Candelabra of Tawnas ART P seese PSk X: Unitap X separate lands. Celestica Prism ART [] eeee AWe 3 A.B.U.R.4TH
- 2, T: Provides 1 mane of any color (play as an interrupt). R 1: Flip card from height of one foot. If it rotates 360 degrees, any

Bottle of Suleiman is an artifact that is rare, it has a three power

rating, and it was painted by Jesper Myrfors. Its casting cost is four

mano; it's available in Arabian Nights and Revised. Flip a coin and if

the coin ends up in your favor, you get a 5/5 flying artifact creature;

otherwise, you take 5 damage. How do we know all that? Because our

Lord Satan told us. No, no, just kidding. We know all that cool stuff

because we've read all the cool reference charts listed below. Satan

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each lost land Disrupting Scepter

3, T. Opponent must discard during term of controller. APT Drammian (ylix 2, T Randomly discord a cr tornel creature.

Dragon Engine 2: +1/+0 until end of tv Ebony Horse 2: Unitap one of your att attacked, except that def another creature.

Elven Lyre 1, T: Socifice Elven Lyre fi af Iven.

 Feldon's Cana O: Reshuffle your gra

from game when It is use

RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1 or R2-D2; in this price guide, cards are either common, uncommon, or rare. Guess what? We've got a real simple abbreviation system for those wordscheck it out below.

Common

Everybody's got these. They're the cords you get by the fistful when you buy packs. Good stuff, but not very excenive.

Uncommon

These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

Rare

Whoa momma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

POWER RATINGS

•••• The Best. These cards should fit nicely into most decks. Frequently game-breakers, it's often worth finding a way to include five-star cards.

**** Excellent. These are cords that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

••• Average. These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and whether or not they complement the four- and five-star cards your deck contains.

•• Poor- This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

. The Worst. There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

- Inapplicable. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.



had next to nothing to do with it.

SHELKIN BROWNIE CARD DESCRIPTION

- Card Name.
- Card Type. A Summon Faerie means the Brownie is a creature of the genus Faerie.
- Text. The description of exactly what the card can do.
- Flavor Text. A sometimes funny or informative quote, usually historical in nature.
- Artist's Name
- Costing Cost. Mr. Brownie costs one green and one other mana to summon into play.
- Expansion Symbol. This tells you what set the cards belongs to; in the Brownie's case, the column symbols means he is from the Legends set
- Power/Toughness. Only present for creatures.

ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

artist abbreviations.	
Alexander, Rob	RAI
Asplund-Faith, Randy	RAF
Boroh, Julie	JBa
Beard, Edward Jr.	EBe
Benson, Melissa	MBe
Bishop, Kristen	KBi
Brockschmidt, Kev	KBr
Brudi, Cornelius	CBr
Buck, Catherine "	Œu
Danforth, Liz	LDa
Detwiler, Denise	DDe
Emond, Rick	REd
Ernest, James	JEr
Everingham, Sandra	SEv
Foglio, Kaja	KFo
Foglio, Phil	PFo
Frazier, Dan	DFr
Gallegos, Randy	RGa
Gelon, Daniel	DGe
Hampton, Justin	JHa
Hoover, Quinton	QHo
Hudson, Heather	KHu
Jones, Fay	FJo
Kaman, Kerstin	KKa
Kane-Ferguson, Richard	RKF
	MKi
	SKi
Leonard, Nicola	NLe
	AMa
Masness, Phillip	PMa
	HMc
	JMe
	KMe
	PMo
	JMy
	MOK
	MPo
	MRa
	CRu
,	ARu
	DSh
	BSn
Spencer, Ron	RSp
	MTe
	NTh
	RTh
	RTp
	DTu
	SVC
	PVe
Washuitz Prog	
	BWa Tura
	₩ä
	AWa
	AWe
	MWe
	LWi DWi

CARD TYPES

AC	Artifact Creature
ART	Artifact
CU	Cumulative Upkeep
EA	Enchant Artifact
EC	Enchant Creature
EE	Enchant Enchantmen
EL	Enchant Land
EN	Enchantment
EW	Enchant World
INS	Instant
INT	Interrupt
LAN	Land
SC	Summon Creature
SUS	Sorrery

SET ABBREVIATIONS

A	Alpha Limited
AQ	Antiquities
AN	Arabian Nights
B	Beta Limited
DK	The Dark
FE	Fallen Empires
4th	Fourth Edition
IA .	Ice Age
LG	Legends
R	Revised
U	Unlimited

PLAYERS GUIDE

SPOTLIGHT:



RAGE CARD DESCRIPTION

- A. Card Name: The name of the character or cord.
- B. Renown: The value or experience of the card. A card is worth its renown in victory points.
- C. Tribe: The tribe of werewolves to which the character or card belongs.
- D. Auspice: The phase of the moon under which the character was born.
- E. Breed: The natural form of the character.
- F. Rage: Just how much it takes to piss off the character. For damage cards, this is the minimum requirement for a non-bluff attack.
- G. Gnosis: For characters, the strength of their connection to the spiritual world. Many Gift and Equipment cords have minimum Gnosis requirements.
- H. Health: The amount of damage it takes to kill a character.
- Type: Certain cards fall under a specific category that is referred to by other cards.
- J. Requirements: For some cards, the tribe, auspice, or breed required to use them.
- K. Damage: The amount of damage dealt by a combat card
- L. Special Abilities: For many cards, specific information on their function in the game.
- M. Artist: The guy or gal who brought the card to life.
- N. Hologram: Completely useless trademark of Upper Deck, the card printers.



This month we take a closer look at White Wolf Game Studio's Rage. Based on White Wolf's hit roleplaying game Werewolf: The Apocalypse, Rage pits packs of werewolves against one another as players battle to acquire a preset number of victory points. To find out more about Rage, take a look at our review on page 18, then flip back here to get a quick jump on the game.







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Here are the artists for

RAGE

Alexander Gregory	AG
Andrew Kudelka	
Anson Maddacks	
Aileen E. Miles	Ah
Allan Pollack	
Alex Sheikman	AS
Brian Dugan	BD
Brian Le Blanc	Bl
Chris McDopough	CH
Chris Moeller	CM
D. Alexander Gregory	DA
Dennis Calera	

Drew Tucker	
E. Allen Smith	EAS
Erin Dixon	
John Bridges	. JBr
John Cobb	JCo
James Daley	JDa
Jason Felix	JFe
Joshua Gabriel Timbrook	JGT
Jeff Holt	JHo
John Matson	JMa
Jeff Mirocola	. JMi
Jesper Myrfors	ЈМу
Jeff Rebner	. JRe
John K. Snyder III	
Jamie Tao Kelsum	
John Von Fleet	JVF
Ken Meyer Jr.	.KMe
Kevin Muprhy	, KMu
Kathleen Ryan	KRy
Lawerence Allen Williams	.LAW
Lee M. Fields	LFi
Larry MacDougal Lawerence Snelly	. LMa
Lowerence Snelly	LSn
Mike Chavey	.MCh
Mike Danza	.MDa
Mike Dringenburg	.MDr
Matt Haley	
Mark Jockson	.MJa
Matt Milberger	.MMi
Michela Chianello	.MPr
Omaha Perez	.OPe
Quinton Hoover	.QHo
Richard Kone Ferguson	.RKF
Paul Lee	PLe
Ron Spencer :	RSp
Ron States	R\$I
Richard Thomas F. Stuart P. Beel	Rih
Sens	286
Star, Steve Corner	SUA
Shoggy Dixon	.3/3
Scatt Hamaian	301
Scott Hampton Teny DiTerlizzi	onc.
Tony Herris	TU
Tom Simmons	.ind
TOTAL SHIRINGING	.131

William O'Conner

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Home Description Kind Romy Ruting Artist Cost

Sets Found

Kind Ranty Rating Artist Cost Sets Found

DTu 2

RAF 5

A, B, U, R, 4TH

AQ.4TH

AO.4TH

ART U *** AWe 3

ART R *** MTn 7

(*** JMy 4

. ...

ART R .

AC

AC

ARTIF ACTIVITY ART R ... Acolipile HHu T 1, T. Sacrifice Aeolipile to deal 2 damage to any target.

ART R *** KFO Al-abara's Corpet 5, T; Prevent all damage done to you by attacking non-flying creatures. ART U *** MTe 10 AN.R.4TH X, T: Instead of usual draw, draw X cords but take only one into

hand, Shuffle the leftovers and put them at bottom of Ribrary.

din's Ring ART U ••• DFr 8 AV Aladdin's Ring AN.R.4TH 8, T: Do 4 damage to any target. ART

2, 1; Change the color of target permanent you control Amulet of Kroog ARI (MACK 2 Alchar's Tomb R *** HMc 4 2, T: Prevent 1 damage to any target.

Ankh of Mishra ART AWe 2 A.B.U.R.4TH Do 2 damage to any player who puts a new land into play Arena of the Ancients ART R • TWa 3 L.
Tap all Legends when costing Arena, Legends do not untap normally

dunna untao phase. Armogeddon Clock ART U .. AWe 6 Add counter during upkeep. At the end of your upkeep, do 1 domage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter

ART U . Ashnod's Altar AMo 3 O Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).

ART U ... Ashnod's Battle Gear MPo 2 AO. 4TH 2: Make one of your creatures +2/-2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Genr tapped.

Ashnod's Transmogrant ART U MTe 1 Make target non-artifact creature on artifact creature with +1/+1 (i) retains its original color as well). Discard Ashnod's Transmogrant after it has been used

Balm of Restoration ART R •• MOK 2 1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.

Borl's Coge ARI K •••• ITIU 7
3: Torget creature does not untop as usual in its controller's next

U === JMy 3 ART T: Add 3 to your mona pool Spend 3 to untop at any time, Battering Rom JMe 2 AQ,4TH Bands when attacking. Battering Rom destrays any wall blocking it,

but walls deal their damage before dying, 1/1, ack Lotus ART R ***** CRU D Black Lotus T.: Discard to add 3 mona of any single color to your mana pool.

Block Mana Bottery ART R ... AMO 2, T: Add a counter to Block Mona Battery, T: Add B to your mana pool, Remove as many counters as you wish, add B for each counter removed (play as an interrupt).

ART U *** RTb] Do 1 damage for each card over four opponent has in hand during

ART R ••• AWe 4 Blue Mana Battery 2, T: Add a counter to Blue Mona Battery T: Add U to your mona good, Remove as many counters as you wish, add to for each counter removed (play as an interrupt)

Bone Flute ART U ... (Ru 2 D1 T: Give all creatures -1/-0 until end of turn Book of Rass ART II ...

2. Socrifice 2 life to draw 1 cord Bottle of Suleiman ART R *** JMy 4 Flip a coin. If apparent wins, do 5 damage to you and discord
Bottle of Sulerman. Otherwise, immediately replace 8 attle of

Soleiman with a Djinn token, which is a 5/5 flying prifact creature Brass Man AC U ••• (Ru

Pay 1 during upkeep to untop. 1/3 MPo 7 Bronze Horse ΔC 2 00 Trample, Reduce to O all damage to Branze Horse by spells targeting it whenever you control an additional creature

ART R . TWa 6 · Bronze Toblet 4: Target an opponent's cord in play, remove target and Branze Tablet from game (play as an interrupt). You now own target card and your apponent now owns Bronze Tablet Exchange is permanent Opponent may counter Bronze Tablet by socrificing 10 life. Bronze Tablet enters play topped

• Candelabra of Tawnos ART R ••••• DSh 1 X Untep X separate lands

Description Celestial Prism 2, T: Provides 1 mana of any color (play as an interrupt). · Choos Orb 1: Flip card from height of one foot, If it rotates 360 degrees, any card Choos Orb lands on or touches is removed from play. City in a Bottle Remove all Arabian Nights cards from play; prevent new ones from being put into play. Clay Statue 2: Regenerates, 3/1. Clockwork Avian 1G Flying, Put four +1/+0 counters on Clockwork Avian, Whenever AD 4TH Avian attacks or blacks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which tops Avian. 0/4.

| Elemental Augury: It's a Sylvan Library...no, it's a Natural Selection...no, it's both! Use this enchantment as many times as you want. Spend three many every turn to keep one of your opponent's cards buried in his library, and spend another three to give yourself a nice selection of cords every turn. Two great tastes rolled into one!

AC R *** DTu 6 A.B.U.R.4TH Clackwork Beast Put 7 +1/+0 counters on Beast when cost. Discard a counter after Beast attacks or blocks. During upkeep controller may pay 1 and tap Beast to regain a lost counter 0/4

Coal Golem AC U • CRu 5
3: Socrifice Golem to add RRR to your mana pool 3/3. Colossus of Sardia AC R ... JAy 9 AO 4TH

Trample Colossus does not untap as normal in your untap phase, you may spend 9 in your upkeep to untop Colossus. 9/9
h Horn ART 8 ••• PFo 2 1, F. Sacrifice Conch Ham to draw 2 cords. Place any single card from your hand back on top of your library servator ART U ***

AWe 4 Conservator A.B.U.R.4TH 3, T Negate the loss of up to 2 life

Copper Tablet ART U .. AWe 2 All players take 1 damage during their upkeep as long as Copper Tablet is in play

Coral Helm AWe 3 3 Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Coral Helm connot be used unless you have cords in hand

ART U ... AWe 1 A B D R 4TH Crystal Rod 1 Take 1 life for any blue spull cost. Can only give 1 life for each time a blue spell is cost.

Cursed Rock ART U . RTb 4 AQ.4TH Opponent must discord to 4 cords during discord phase opeon Tomb ART R ••• ANA D 2 Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb

Nome Besmotion

returns to normal.

Kind Rarity Rating Artist Cost

Sets Found

AT R *** AMn 4 AN.R.4TH Dancing Scimitar Flying, 1/5. ART U --- MTe O Dark Sphere

T; Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down. 's Cone ART U •• MTe O Delif's Cone

T: Sociative Belit's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn. ART R ... MTe C

2, T; If target creature you control attacks and isn't blocked, it deals no damage to apponent this turn; instead put a cube counter on Debt's Cube. Pay 2 and remove a cube counter to regenerate a torget creature.

[] se 3: Regenerates.4/4. DFr 4 ART R •• A.B.U.R.4TH

Dingus Egg Whenever cayone loses a land, do 2 damage to that player for ench lost land

ART R *** DF: 3 A.B.U.R.4TH Disrupting Scenter 3, T. Opponent must discard 1 card of his choice. Can only be used during turn of controller.

EBe 2 Draconian Cylix 2, T: Randomly discard a cord from your hand to regenerate tazoet creature.

Drogon Engine AMa 3 AN,R,4TH 2: +1/+0 until end of turn, 1/3.

DWi 3 Ebony Horse ART R . AN.R.4TH 2: Untop one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.

ART R •• KFo 2 Elven Lyre 1, T: Socrifice Elven Lyre to make a target creature +2/+2 until end of turn.

ART U *** MTe 1 • Feldon's Cone O; Reshuffle your graveyard into your library. Remove Feldon's Cone from game when it is used, returning it to its owner's deck after the dome is over.

Fellwar Stone ART U **** QHo 2 T: Produce 1 mono of any color that apparent's lands may produce (play as an interrupt).

ART R *** MTe 4 Flying Corpet 2. It Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.

Forcefield 1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.
thought Amule) ART R ••• MBe 5 LG

Forethought Amulat Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant. Fountain of Youth 2, T: Goin 1 life.

All mountains produce an extra mana. Give all red creatures +1/+1. ART R ... DEI 5 LG Gountlets of Chaos Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts

Gountlet of Might

ART R eeeee (Ru 4

A,B,U

when the game ends. Destroy exchantments on traded permanents ART lj see DSh 1 A,B,U,R,4TH Glasses of Urza T: Look at apponent's hand No, his cards!

ART R . KKo 4 ΔÛ Golgothian Sylex 1: Discard all Antiquities cards, including Golgothian Sylex, from play, leshot Cataputi AC C ••• DFr 4 AQ,4TH 1: Discard all Antiquines conpeshot Catoputi AC C ••• Dir •
peshot Catoputi AC C ••• Dir •
T: Do 1 domage to a target flying creature. 2/3
ARI R ••• CRu 4
T: — Partery T: Add C Grapeshot Catapull DFr 4 AQ,41H

Green Mana Baltery 2, T: Add a counter to Green Mona Bottery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).

ART R *** MTe 1 Helm of Chatzuk A,B,U,R,4TH Hive, The

n of Chatzuk ART R MIS I A,D,D,R

1, T: Give one creature banding ability until end of turn.
3, The ART R SEV 5 A,B,U,R
5, T: Create a Giant Wasp token, a 1/1 flying antifact creature.
n of Deafening ART R SEV DFr 4 Horn of Dealening 2, T- Target creature deals no damage in combat this turn.

ART R *** MPo 2 A.B.U.R.4TH Howling Mine Everyone must draw on extra cord during his or her draw phase. lcy Manipulator ART II ---- DSh 4 1, T Tap one land, creature, ar artifact. No effects are generated

from the topped permonent. ART R *** AWe 2 Illusionary Mask X: Summon a creature face down. You may add X mano to the costing to hide the creature's true cost. Once the creature does

damage, taps, or takes damage you must flip the creature over.
Implements of Sacrifice ART R ••• MOK 2 1, T. Socrifice Implements of Socrifice to odd 2 mono of any color to

your mana pool ART U •• DFr 1 Iron Star A.B.U.R.4TH 1 Take 1 life for any red spell cast. Can only give 1 life for each

time a red spell is cost ART U ... AMn 1 I Take I life for any white spell cost. Can only give I life for each time a white spell is cost.

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Sets Found

3, T: Redirect all damage done to you by one source to target creature of apponent's choice. isk of Undaing ART R •• TWā T Obelisk of Undoing 6: Take any of your permanents in play back to your hand, discording enchantments on such cards. El *** JMy 6 Obsianus Golem AC A.B.U.R.4TH 4/6. Onulei AC. 11 ** AMa 3 AQ,R,4TH If Onulet is placed in graveyard, its controller takes 2 life. 2/2. AQ,R,4TH Ornithopter AC (** AWe 0 Flying. 0/2 Planor Gate ART R ... MRe 6

Bestriction

Kind Rarity Rafing Artist Cost

Sets Found

Description

2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.

Rack, The ART U ••• RTh 1 AQ.R.4TH Do 1 damage for each card under three apparent has in hand

during upkeep.

Rakalile

ART U •• CRu 6 AQ

2: Prevent 1 damage to any target Rakalile setures to owner's hand
when used.

Serpent Generator ART R ART B ART B

Kind Rority Rating Artist Cost

Shapeshifter AC U •••• DFr 6 AQ,4TH
"=mry number from 0 to 6. Choose " when Shapeshifter is cost and during your upkeep. "/(7.").

Skell of 0rm ART U ••• TWG 3 DX

Skull of 0rm ART U ••• TW8 3 DX
5, T: Bring an enchantment card from your groveyard into your hand
• Sol Ring ART U ••• MTe 1 A,B,U,R
T: Add 2 to your mana pool (play os an interrupt).
Soul Net ART U •• DW7 1 A,B,U,R,4TH

Soul Net ART U

1 Take 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard. Spirit Shield

ART R

Soul Ref

Spirit Shield ART R S SK3 3 FE
2, T: Make target creature +0/+2 as long as Spirit Shield is tapped.
You may leave Spirit Shield tapped during your untap phase.
Staff of Zegon ART C MPa 4 AD

1971 of Legan AK! C MYO 4

3' Make target creature -2/-0 until end of furn. Creatures with power less than 1 deal no damage.

1981 tandina Stanes ART II • SFy 3 DK

Standing Stones ART U ● SEv 3 UK
1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.

Stone Calendar ART R ● AWe 5 DK

Your spells cost 1 less to cost; costing cost cannot go below 0





Kieldoran Dead & Ray of Command: The Kieldoran Dead are awesome 3/1 regenerating creatures, but the catch is you gotto sacrifice a creature when you bring 'em into play. Hey, just take control of your opponent's biggest cutter with the Ray, then sacrifice it so your dead may live!

KJELDORAN DEAD

RAY OF COMMAND

Coffin topped

Red Mana Battery ART R ... MTa 4 2, T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt). ART U ... MPo 4 Reflecting Mirror X, T. Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the costing cost of target spell Relic Burrier 497 II ee HAVE 2 LG 1: Tao target artifact. Ring of immortals ART R . MRe 5 LG

Ring of firmmartals ART R • MBe 5
3, Ti Counter interrupt or enchantment targeting a permanent you control (play as an interrupt)
Ring of Marter

ART R •••• DF; 5
A

5: Socrifice Ring of Mar'-ut to select a card from outside the game instead of drawing

Ring of Renewal ART R **** DSh 5 F

5, T. Rondomfy discard a card from you hand to draw two cards

Rocket Louncher ART U ••• PYe 4 AQ,

2: Do 1 damage to any target If it is used, Rocket Louncher is
destroyed at end of furm. Rocket Louncher may not be used unfil it
begins a furn in play on your side

Rod of Ruin ART U ••• CRu 4 A.B.U.R.4TH
3, T. Do 1 damage to any target.

Runesword

ART U •• CRu 6

3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.

leaves play before end of turn.

Sunglasses of Urza ART R •••• DFr 3 A,B,U,R,4T

Your plains may generate either white or red mano

Sandals of Abdallah ART R •• DFr 4

Give islandwalk to a creature until end of term. If target creature is destroyed before end of turn, so is Sandols of Abdollah screecraw
 AC U ••• AMB 5 DK

6, T: Negate all damage dane to you by flying creatures until end of turn. 2/2.

Sentinel AC R ••• R&F 4

atinel

"=1 when cast When blocking, you may make " equal 1 + the
power of the creature Sentinel Blocks. When attacking, you may
make " equal 1 + the power of creature blocking Sentinel 1/"

Su-Chi AC U • CRu 4 AQ
When Su-Chi goes to the graveyard, its controller gets 4 colorless
Sunglosses of Urza ART R •••• OFr 3 A,B,U,R,4th
Your plains may generate either a white or red mana
• Sword of the Ages ART R •••• CRu 6
Enters play tapped. T: Scriffice Sword of the Ages and any number of
creatures to do damage to one target equal to combined amount of

creatures to do damage to one target equal to combined amount of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword of the Ages and sacrificed creatures from the game. mona. 4/4

Tablet of Epityr ART C • CRu 1 AQ

1: Take 1 life each time an artifact is placed in the graveyard. Can

I: Take I life each time an artifact is placed in the graveyard. Can only give I life for each time an artifact is placed in the graveyard.

Favors's Coffin ART R ••• CRU 4 AQ

3, T: Take a creature out of play. Torget is considered out of play for as long as Coffin remoins tapped. If Coffin is untapped or removed, creature returns to play tapped You may choose not to leave

Tawnos's Wand ART U → DSh 4 AQ.4TH
2: Make a target readure with power no greater than 2 unblackable
except by artifact creatures until end of turn Targer's power may be
increased after defense is chosen

Tawnos's Weaponry ART U → DFr 2 AQ,4TH
2 Torget creature gets +1/+1 as long as Tawnos's Weaponry
remains tapped You may choose not to untop Tawnos's Weaponry
during unitop phase

Tetravus

AC R

MTe 6 AQ,4TH

Flying Give Tetravus three + / +1 counters when cost, in your
spkeep, you may move some of these counters on or off Tetravus
Counters that are off of Tetravus become independent 1/1 flying
artifact creatures that, when killed, are removed from play
The counters may not be targeted by enchantments cost or share
enchantments on Tetravus 1/1

enchantments on Tetravus 1/1

Throne of Bone ART U •• AMa 1 A,B,U,R,4TH

1: Take 1 life each time a black spell is cast. Can only give 1 life for each time a black spell is cast.

Tormod's Crypt ART U •••• CRu O DK
T Socrifice Tormod's Crypt to remove all crirds within target player's

•/ Restricted/Bonned ART A AC Arhifoct Creature EA |

North Star

Nova Pentacle

ART Artifact

EA Enchant Artifact

ART R *** KFo 4

RTh 4

including hevinymal's Disk, Nevinymal's Disk enters play tapped

4, T. You may cost one spell this turn using mona of any color.

ART R ...

EC Enchant Creature
EE—Enchant Enchantment

1G

LG

El Enchant Land EN Enchantment EW Enchant World !

INT Interrupt

SC Summon Creatign SOR Sorcery (U Comulative Upkeep

Ø

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H

S

Sets Found Kind Rarity Rating Artist Cost Designation

ART R *** DFr 4 Triossic Egg ART R ••• DFr 4

3, 1: Socrifice Triossic Egg to put any creature in hand or graveyord

kelion AC R •••• DSh 6 AQ,41
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1

Urza's Avenger O: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability

Urzo's Chalice ART C → IMe 1 AC 1: Take 1 life for any artifact cast. Can only give 1 life for each time on ortifact is cost.

Abomination

Abyss, The

BLACK

during upkeep.

All Hallow's Eve

Animate Dead

Armor Thrull

Artifact Possession

Ashes to Ashes

Rad Moon

continuous artifact.

Kind Ronty Rating Artist Cost Sets Found

SC U ••• MTe BB3 LG,4TH

EC U *** AMa B1 A,B,U,R,4TH

CRu 82

EN R ••• JMy B1 A,B,U,R,4TH

Green or white creatures blacking or blocked by Abornination are

Each player must bury a target non-artifact creature he or she controls

Put 2 counters on All Hollow's Eve when cost, Remove a counter

during your upkeep. After the last counter is removed, everyone

takes all creatures in their graveyards and puts them directly into

Bring a creature from any graveyard into play on your side with -1

T: Socrifice Armor Thrulf to add a +1/+2 counter to target creature.

Do 2 damage to target artifact's controller whenever target artifact is

tapped or its activation cost is paid. Has no effect when cast on a

Remove two non-ortifact creatures from the game and lose 5 life.

EN R ••• CRu BB2

SC C *** Multi B2

SOR U ••• DTu B&1

destroyed after combat. 2/6.
ss, The EW R ••• PVe B3

play. Treat them as if just summoned.

Artists: SKi, IMe, RSp, PVe. 1/3.

Name Description Kind Rarity Rating Artist Cost

Sets Found

Darkness HMr R 16 INS C eee Creatures attack and block as normal but deal no damage.

A,B,U,R Darkpact SOR R --- OHn RRS Swap your topmost undrawn cord with either ante card. EN U ••• AMO BB A.B.U.R.4TH

thgrip

BB: Counter a green spell (play as an internept).

thlace

INT R ••• SEv B A,B,U,R,4TH Deathlace

Change the color of one card being played or in play to block.

Emonic Attorney SOR R • BGe B A,B,U.

Unless opponent concedes game, both players must draw an extra Demonic Attorney ante card

ionic Hordes SC. R •••• JMy BBB3 A,B,t T: Oestray one land. Pay BBB during upkeep or Hordes are tapped Demonic Hardes and your opponent chooses a land of yours to be destroyed. 5/5.

EC U ••• AMo B2 Target creature deals no damage during combat and may not attack. in play or

SOR U **** DSh B1 Demonic Tutor Choose one card from your library, then restruffle your library.

Your black spells cost an additional B. 4/4. SOR C ••• DSh B1X AB,U,R,4TH Drain Life Do 1 damage to any target for each B spent above casting cost.

Take 1 life for each damage inflicted, You cannot goin more life from a creature than its current toughness.

SC C **** SEV B1 A,B,U,R,4TH Drudge Skeletons

Ige Skeletons
8: Regenerates 1/1.
SC U ••• JMy B4 Enter of the Dead SC U ••• JMy B4
Choose a creature in any groveyard and remove it from the game.
Unitap Eater of the Deod. 3/4.

i Praefor SC R ••• RAF B4
Trample, first strike. Put a -2/-2 counter on Ebon Praefor during Ebon Praetor

Erg Raiders

Raiders SC C •• DWi B1 AN,R,• Lose 2 life at end of turn if Erg Raiders don't attack, except in the

hum when they're summoned. 2/3.

Evil Eye Orms-By-Gore SC U → JMy B4 LG
Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6. U ••• SEV B A.B.U.R.4TH

EL Evil Presence Torget kind is now a basic swamp.

Fallen, The SC U • IMy BBB1 DK
During controller's upkeep, does 1 damage to every opponent it has

During controller 3 opening previously damaged, 2/3, SC U •••• DSh BB3

Sorrifice a creature to give Fallen Angel +2/+1 until end of turn. EC C *** MPo BB A,B,U,R,4TH

Only black or artifact creatures may block target creature.

Frankenstein's Monster SC R

AMa BBX

Take X creatures from your graveyard and remove them from the come when costing Frankenstein's Monster, or it is countered. For each creature removed from the game in this way, give Frankenstein's Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1. DSh B2 A,B,U,R,4TH

Frozen Shade SC (•••
B: +1/+1 until end of turn. O/1.
Gate to Phyrexio EN U ••• U *** SEV BB Socrifice one of your creatures during your upkeep to destroy any one

16

artifact Ghosts of the Damned SC (• EBe 8B1 T: Make target creature -1/-0 until end of turn 0/2. SC C ••• AMa 8 Giant Slug

5: Give Slug landwalk ability of your choice on your next turn, 1/1. D/1 White spells and white enchantment activation costs now require 3 extra mono.

INS C • Glyph of Doom SVC B 16 Creatures blocked by torget wall are destroyed after combat. Grave Robbers B, T: Choose an artifact in any graveyard and remove it from the

gome, Take 2 life, 1/1. EN R *** PFo 83 Greed B: Draw on extra card and sacrifice 2 life. ÁN

SC R *** KMe B3 Guardian Beast If untapped, prevents the stealing, destruction, or exchantment of your non-creature artifacts, 2/4, an Ogress SC C •

SC Hasran Ogress SC C • DFr BB
Pay 2 when Hasran Ogress attacks or lose 2 life, 3/2.

EN U 🚥 JMe B3 Hounting Wind Do I damage to artifact's controller each time on artifact in play is topped or its activation cost is paid. LG

50 0 00 OHo B2 Headless Horseman 2/2. INS C .

Hell Swarm LG Make all creatures -1/-0 until end of turn SC R **** SEV B3 Hell's Caretaker I. Socrifice a creature to put a creature in your graveyord directly in

ploy 1/1 SOR R *** PVe BBB2 Destroy all non-black creatures. Helfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.

graveyard from the game. Tower of Coireall ART U - DFr 2 T Make target creature unblockable by walls until end of turn. ìŝ

directly in play. Treat this creature as if just summoned.

Give Inskehori unew +1/+ over target. 1/1.

counter to do 1 domoge to any target. 1/1.

AC R **** AWe 6

goins are cumulative. 4/4.

All block creatures in play get +1/+1.

Stormbind & Brainstorm: How incredible is Stormbind? You discard a card at random, pay two mana, and do two damage to any target. Sure, the discarding part hurts, but with Brainstorm, you can fuel up on cards to sling your opponent's way, plus protect two cords from being lost by placing them atop your library.

STORMBIND.

our people count call deten the

BRAINSTORM

Urza's Miler ART R •• RAF 3 3. Draw one cord from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Miter may not be used when you destroy an

artifact to gain benefits from another card Vondon Doll Put a counter on Voodoo Ball during upkeep. If Voodoo Dall is untapped at the end of your turn, it does X domage to you end is destroyed, X is the number of counters on Doll. XX, T- Do X damage to one target

AC Wall of Spenrs First strike, counts as a wall. 2/3

Wand of Ith ART U **** QHo 4 3, Tr Examine a randomly chosen cord from target player's hand Unless the card is a land, the target player must either discard it or specifice life equaling its costing cost. If the cord is a land, the target player must either discard it or socrifice 1 life. Wond of 1th may only be used during controller's turn

ART II avec TWO 4 War Barge 3: Give target creature islandwalk until end of turn. Bury target if

Weakstone 80

ART R *** AWG 4 White Mana Battery 2, T. Add a counter to White Mana Battery, T. Add W to your mana pool Remove as many counters as you wish, add W for each counter

removed (play as an interrupt)
ler Orb ART R ••• MTe 2 A.B.U.R.4TH Winter Orb Each player may only untap up to 1 land during untap phase oden Sphere ART U •• MTe 1 A,B, Wooden Sphere 1. Take 1 lide for any green spell is cast. Can only give 1 life for

1. Take 1 life for any green spen 2 coch time a green spell is cast

Yotion Soldier

Yotion Soldier does not top when attacking 1/4

ART R SSKi 3 AO 4TH

ron Sward ART R ••• SKi 3

3, T. Make target creature +2/+0 as long as Zelyon Sward is tapped. You may leave Zelyon Sword tapped during your untap phase Banshee SC U ... JMy BB2 X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.

Mis a Basal Threll T: Sacrifice Basal Thrutt to add BB to you mana pool. Artists: KFo,

PFo, RKF, CRu. 1/2. U eeee iMa BB Black Knight A,B,U,R,4TH Protection from white, first strike 2/2. PVe BB EL U 🖦 LG,4TH

If target land is tapped, destroy it at end of turn SC RSo B1 DK, 4TH Bog Imp (**

Flying, 1/1. SC Bog Rais RSp B Cannot be blocked by walls, 1/1,

Bog Wraith SC U ••• JMe B3 A,B,U,R,4TH Swarnowalk, 3/3,

Breeding Pit EN U eeee AMO B3 Put a 0/1 Thrull taken in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.

Corrion Ants SC U 1:+1/+1 until end of turn. 0/1. *** RTh BB2

Chains of Mephistopheles EN R • Except for the first card drawn in draw phase, every player must discord a card in hand before drawing. A player without cards in hand must place top cord in library in graveyard instead of drawing.

 Contract from Below SOR R ●● DSh B Discard your hand, draw a new onte card plus seven cards. Cosmit Horror SC R - Jmy Daniel First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 LG.4TH

damage to you and is destroyed 7/7
Cuombaij Witches SC C *** KFo BB ΔO T Each player does 1 domage to any target 1/3
e Artifact EA U • MTe BB2 Curse Artifoct Controller of target artifact must bury target during upkeep or

lose 2 life EL U ••• 3/4y 882 Cursed Land ABUR4TH Do I damage to controller of target land during upkeep Cyclopean Mummy SC C • EBe B1 LG,4TH Remove Mammy from game if it goes to graveyard. 2/1

INT (**** AMO 8 Dark Ritual A,B,U,R,4TH Add 888 to your pool of mong

Z

Torget creature gains +X/+0 until end of turn. A.B.U.R.4TH Multi BB Hymn to Tourneb SOR Target player randomly discards two coads in hand. Artists: LDa, QHa, SKI SVC

SC II eeee DSh BRI ARUR 4TH Hypnolic Specter Flying. Opponent damoged by Specter must randomly discard a cord from hand. 2/2

EC R assa (Ru B 1: Prevent targer creature non-is destroyed if mono is not paid. 1: Prevent target creature from attacking, blocking, or topping. Imprison

Infernal Medusa AMo BB3 Destroy all non-wall creatures blocking or blocked by Meduso. 2/4. If Newite attacks without being blocked, you may socifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRu, RSp, DTu. 2/2. rer Shadow SC R ••• (Ru

her Shadow SC R ••• (Ru BB A,B,U,I
If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play, 1/1, ner Void EW R ••• H

HMc 83 Nether Void Counter all spells unless their casters pay an extra 3.

SC U ann Nettling Imp OHo B2 ABUR T: Opponent's target non-wall creature must attack or die at end of turn. Play during apponent's turn before his or her attack. 1/1.

Nightmore Flying. Power and toughness equal number of swamps controller





Nome

Decombion

Kjeldoran Snowbeast & Foxfire: The Kieldoran Snowbeast is a cooler version of a Thicket Bosusk (Get it? Ice Age? Cooler?) What you do is send the Beast in, and, if your apponent blocks with a big creature, use Foxfire That'll save Kjelly's frosty butt, but still destroy his blockers. (Bonus tip, toss on Imposing Visage on Kielly for extra louaks.)

KUELDORAN SNOWBEAST

FOXFIRE

Initiates of the Ebon Hand SC { mmm Alaki B 1: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than 3 is spent this way in one turn. Artists: LDo, KFo, HHu. 1/1.

SOR C • AMa B2 DK Examine target player's hand. Do 1 damage to for each white card in hone

SOR R •• CRu B2 Do 2 damage to opponent for each white creature apponent controls un Efree? SC U ••• (Ru BB) AN,4Ti Junun Efreat AN.4TH Flying, Pay BB during upkeep or Junun Efreet is destroyed. 3/3. SC R *** MTe BB2 Juzam Diinn

Lose 1 life during upkeep. 5/5. R *** DSh B2 AN Khabal Ghaul Gets a + 1/+1 token at end of turn for each creature that was destroyed that turn, 1/1

Lesser Werewolf ŚC U ... Olto R3 LG B. Give Werewolf -1/-0 until end of turn. Put a -0/-1 permonent counter an creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability 2/4.

EN R . DGe BBBB Eich Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich legyes play

SE R 800 Mie BBB4 Ind of the Pit Flying, trample. During upkeep, socrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.

Lost Soul SC { ee RAF LG,4TH Swampwalk. 2/1. INS DIC ATH Marsh Gas DSh B

Make all creatures -2/-0 until end of turn. Istab Thrull SC C •• Multi BB1 FE

If Mindstab Thrull attacks without being blocked, you may socifice it Mindstob Thrull to force the player under attack to discord three cards. If so, Mindstab Thrull deals no damage. Artists: HHu, RKF, MTe. 2/2

SOR R **** JBO BX A.B.U.R.4TH Mind Twist Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X

SC Mold Demon JANY BB5 Sacrifice 2 swamps when costing Mold Demon or bury Mold Demon. 6/6.

Murk Dwellers SE E 880 Diu B3 If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2

SC R ••• QHo B3 Nameless Race neless Race Trample. Socrifice * life when casting Nameless Race, where * is al most the total number of white cards all your opportents have in play and in their graveyords. * € 00 Necrita Multi BB1

Order of the Fhon Hand SC Malis RR Protection from white, BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: MBe, CRv, RSp. 2/1

(**** DSb 881 Oubliette

fliette EN Place target creature out of play. AMa B ARUR 4TH Prirolyze Target creature doesn't untop as normal. Creature's controller may spend 4 to untop during upkeep. Top target creature when Paralyze is rost.

EN C ---- IMy B2 A.B.U.R.4TH Pactilence B: Do 1 damage to each creature and all players. Discord Pestilence if there are no creatures in play at the end of any turn

Phyrexian Gremlins [*** AWe 82 I: Top an artifact As long as Gremlins remain topped, that artifact does not untup normally during its controller's untap phase. You may choose not to untup Gremlins. 1/1

51G R2 If Pit Scorpion damages appoient, apponent gets 1 paison counter Opponent loses game if he or she ever has 10 or more poison counters, 1/1.

SC (00 AMo 82 A,B,U,R,4TH Power and toughness equal number of Plague Rats in play. */

(. Priest of Yawamoth T: Sacrifice an artifact and odd to your mana pool enough black mand to equal its casting cost. 1/2

Creatures with swampwalk may be blocked.

SI R *** DGe BB2 DK.4TH BBB, 1 Examine apparent's hand. Opponent must randomly discord a creature, if any are in hand. 2/1 JMa B Rnise Dead A,B,U,R,4TH

Bring a creature from your graveyard into your hand. R **** TWo BB1 Royal Assassin I: Destroy any topped creature. Hey, TW's the subject of an IQ#1 feature! 1/1

INT U . DFr R Socritica A.B.U.R Socrifice creature to add to your mans pool block mana equal to that creature's casting cast

Scuthe Zombies Sf [00 IMv R2 2/2.

Scovenging Ghowl SC U ••• JMe B3 A,B,U,R,4TH At the end of turn, odd a counter for each other creature placed in the graveyord that turn. Use a counter to regenerate Ghoul. 2/2

Season of the Witch EN R •• JANY BBB At the end of each player's turn, destray all unterped creatures that could have attacked but did not. Socifice 2 life during your upkeep or Season of the Witch is destroyed

SC U *** AMa BB3 AB,U,R,4TH Sengir Vampire Flying. Gets +1/+1 counter if a creature dies in turn Vampice domoged it. 4/4

Sewars of Estark DIS R ... MBe BB2 If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures.

Shimian Hight Stalker SC U *** IMv BB3 Redirect all damage done to you from a creative to Shimian Night Stolker instead, 4/4.

DIS II *** MPo B1 A.B.U.R.4TH Simulacrum Retroactively divert all damage done to you this turn to one of your creatures.

SEv BB SOR (*** Destroy a load.

Sr P **** KFn RR1 AN.R.4TH Socretess Diseas T: Make another creature 0/2 until end of turn. Special haracteristics and enchantments on creature are not affected. 1/1

SOR U *** AWa BB Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.

EBe BB FC 11 ** Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackle is removed.

KMe B Stone-Throwing Devils SC [000 AN First strike. 1/1.

Syphon Soul SOR (*** LG Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.

DGe BB2 Takklemaggat Put a 0/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Talklemaggat, If no new targets exist, Takklemaggat permanenth becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Takklernaggot enchanted.

or IHS C •••• RSP B1 A,B,U,R,4TI

Terror Bury target creature. Cannot target black or artifact creatures. Thrull Champion SC R eeee DGe B4

All Thrulls get +1/+1, T: Take control of target Thrull, When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion, 2/2

EC U *** RSD B Thrull Retainer Give target creature +1/+1. Socifice Thrull Retouner to regenerate Give forger creature it enchants.

SC U •• AMa B2

B1: Counter target black spell unless caster pays an additional B or 3 lay as an interrupt). 1/1.

of Barkness INS U ••• PVe BO

Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted. EN RKF BB1

Tourach's Chant Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls. SEV BB1 Tournch's Gate

ach's Gate EL R → SEv BB1 F
You may only cast Tourach's Gate on a land you control. Socifice a Thrull to put 3 time counters on target land. Remove a time counter during upkeep, burying Tourach's Gate when there are no time counters on it. O. Top the land Tourach's Gate enchants to give all your attacking creatures +2/-1 until end of turn.

C *** SVE B1 Transmutation Target creature's power and toughness are switched until end of turn Effects altering power after toughness instead, and vice versa DK.4TH DGe BBB1 SC 000

Greatures connot damage Uncle Istvan. 1/3 • JBa BBB Underworld Dreams EG Bo 1 damage to apponent for each cord drawn.

C eee DSh B A,B,U,R,4TH **Unholy Strength** EC Target creature gains +2/+1AMa B LG.4TH **Vampire Bats** SC Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent

this way per turn. 0/1.
Walking Dead (eeee DFr B1 SC LG Regenerates, 1/1 [] ee AMa B2 A,B,U,R,41H Wall of Bone

B. Regenerates, 1/4 50 11 00 PTh R7 Wall of Putrid Flesh Protection from whate, damage done to Wall of Putrid Flesh by

enchanted creatures is reduced to 0, 2/4 [800 PVe BB Wall of Shadows LG damage done to Wall of Shadows by creatures it blocks is reduced to 0 Wall of Shodows may not be targeted by effects targeting only

SC U • DFr B1 **Wall of Tembstones** *=the number of creatures in your graveyord. 0/1+ R ... AWe BB A.B.U.R.4TH EA Worp Artifact

Do 1 damage to target artifact's controller during upkeep DSh BO A,B,U,R,4TH Weakness EC Target creature loses 2/-1. Will-0'-The-Wisp SC R moore JMy B A,B,U,R,417H

Flying 8 Regenerates, 0/1. RSn BBX DK.4TH SOR [099 Word of Binding

Tap X creatures My BB ARU INS P . Word of Command

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player i d

Kind Rasily Rasing Artist Cost Sets Found Description

Examine apponent's hand. Play a sorcery or instant of your choosing from apponent's own cards in hand if you may do so legally using his or her available mana.

Worms of the Earth AMo 8882 EN R . No new land may be put into play During any upkeep, any player may destray Worms by saarkang 2 lands or 5 life sticked, The SC R ••• (Ru BB3)

Ached, The SC R ••• CRu BB3
After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control, 2/5.

SC R *** BFr BB1 Xenic Poltergeist I. Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect losts until your next upkeep. 1/1

Cone 90 U **** #8a 113 A.B.U.R Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is

Description

Kind Rarity Rating Artist Cost

Sets Found

Name

Description

destroyed. */*. **Control Magic** EC U **** OWI UU2 ABURATK Control target creature until enchantment is discorded or game ends

 Copy Artifact EN R *** AWe U1 A,B,U,R,4TH Duplicate any artifact in play. Treat duplicate as both enchantment and artifact

Counterspell INT U **** MPo UU A,B,U,R,41H Counter target spell as it is being cost.

AMo UT A,B,U,R,4TH EC . If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.

Dance of Many EN R *** SEV UU When casting Dance of Many, choose a creature card in play. Put a taken creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the taken or Dance of Many leaves play, work destroy Dance of Many, SC leaves play, both must be destroyed. Pay UU during upkeep or

[· DTu UU Cannot attack if apparent has no islands. Destrayed if you have no islands 4/1.

Deep Spawn SE U ••• Mie UUU5 Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destray Deep Spawn, U: Deep Spawn





Arcum's Weathervane: The Barbarian Guide can give ony creature you control the snow-covered landwalking ab lity of your choice. Arcum's Weathervane can turn any non-snow-covered land into snow-covered land (and vice versa). See what we're get-

Barbarian Guides &

BAKBARIAN GUIDES

ARCUM'S WEATHERVANE

ŧG

Yawgmoth Demon SC R . SEv BB4 Flying, first strike. During your upkeep, socrifice one of your artifacts Youngmoth Demon tops to do 2 damage to you. 6/6. bie Master SC R •• JMe BB1

Zombie Master All zombies in play gain swampwolk and may regenerate for B as long as Zombie Master remains in play, 2/3

Acid Roin	SOR	R	***	With	U3	LE
Destroy all forests	in play.					
Air Elemental	ŚC	U	****	RTh	UU3	ABURATE
Flying 4/4,						
Amnesia	SOR	~			0003	Di
Examine target pl	ayer's hand.	Tai	get disc	ards all	non-lan	d cords

 Ancestrol Recoli INS R ... MPO U A.B.U Torget player must draw 3 cards.

Animate Artifact EA U ••• DSh U3 A.B.U.R.4TH Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.

EC Anti-Magic Aura F eeee OSh H2 Destroy all enchantments on target creature, which cannot be tergeted by any other instants, sorceries, or enchantments.

SC C *** DFr UU1 DK,4TH Apprentice Wizard U, T: Add 3 to your mano pool (play as an interrupt). 0/1 Azure Drake U ... DFr

Flying. 2/4. LG.4TH Backfire £C. - 00 RSn D For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller

Blue Elemental Blast INT RTh U Counter a red spell being cast or destroys a red card in play Boomerang INS (eees BSn UU 16

Return target permanent to owner's hand SOR R *** MTe UEX ABURATH · Braingeyser Target player must draw X cards

Brine Hog SC U + QHo UU2 If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2 2/2

may not be target of spells or effects until end of turn. Top Deep Spown if it was untepped, Do not untap Deep Spown as normal during your next untop phase, 6/6.

ting at?

Deep Water EN (00 JMe UU U: All mono-producing lands under your control produce U until end of turn instead of their usual mana. LBa U2 LG SC

Devouring Deep Islandwalk, 1/2, Dranfna's Restoration SOR C •• AWe U AO Take as many artifacts as you like from target player's graveyord and place them on top of his or her library in any order.

Drain Power SUR R *** ISh III Opponent must draw all mana from available lands. All mana in apparent's mana pool becomes yours.

Dream Coat EC AWo U Change target creature's color to another color (play as an interrupt) Drowned SC (. OHo U1 B: Regenerates. 1/1.

Elder Spown SC 2 . JMy UUU4 IG Cannot be blocked by red creatures. Sociifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.

AMo U | | e RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1.

Enchantment Alteration INS C •••• BSn U 1G
Switch target enchantment from a creature to enother or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid. AO

Energy Flux EN U === KFo U2

Each artifact requires 2 during upkeep or it must be discorded.

rgy Tap SOR C •• DGe U Energy Top 1G.4TH Tap target untapped creature you control Add colorless mana equal to target creature's casting cost to your mana pool

Erosion FL [00 PVe UUU Destroy target land unless its controller pays 1 or socifices 1 life during upkeep

Feedback EE [] as QHo U2A.B.U.R.4TH Do 1 damage to controller of target enchantment during upkeep Field of Dreams EW KFo U The top card in every library plays face up

AMo U1

AH

Fishliver Oil Fſ (+++ Give target creature islandwalk

Flash Counter LG INT (*** HMc U1 Counter target interrupt or instant spell. Flash Flood INS TWa U £G.

Kind Rarity Rating Artist Cost

Sets Found

AH

Destray red permanent or return mountain to owner's hand. Destroy enchantments on target land. C cooc AMr E A.B.U.R.4TH H

Target creature now has flying. EN DDe U DK,4TH UU: Top target non-flying creature.
ng Men SC C

Flying Men Flying, 1/1. Force Spike INT (ee BWn II 16 Counter target spell unless its caster spends 1 extra colorless mana EC Gaseous Farm (**

{ **** {Ri | 1}

PFo U2 Target creature deals no damage in combat. U •••• TWa UU2 Ghost Ship DX.4TH SC Flying UUU Regenerates, 2/4.

Giant Shark SC TWä US DX When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless apparent controls an island. Giant Shark is buried immediately whenever its controller controls no islands, 4/4.

KFo U1 **Giant Tortoise** SC [** +0/+3 while untapped, 1/1.

Glyph of Delusion INS C . SVC U Put X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove a counter during creature controller's upkeep.

High Tide HIS C ocou Abbi II All islands produce an additional U until end of turn. Artists, AMo, DTu, AWe.

SC (. Multi U2 Homorid Put a tide counter on Hamarid when bringing it into play and during upkeep. Hamarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when these are four tide counters on Homarid. Artists: QHo, HHu, MTe, BWa. 2/2.

Homarid Shoman SC R *** AWe UU2 U: Top target green creature. 2/1. Homarid Spawning Bed EN DUT: Sacrifice a blue creature to put X Camarids, which are 1/1 blue

creatures, in play, where X is the costing cost of the socificed creature. SC (• Multi U4 U: Homand Warrior may not be the target of spells or effects until end of turn, If Homand Warrier is untapped, top it. Do not untap Homorid Warrior as normal during your next untap phose.

Artists: RAF, DGe, DSh. 3/3. R *** NTh U1 Hurkyi's Recoll INS Return all artifacts in play owned by target player to owner's hand, enchantments on those artifacts are discarded.

CRu 112 In the Eye of Chaos EW R . Counter all instants and interrupts unless caster pays on extra X, where X is the cost of the spell being cost.

AMa UU A.B.U Invisibility Target creature may only be blocked by walls.

HMc 1111111 EN R . Invoke Prejudice LG Counter on apponent's spell summoning a creature of a color different from one of the creatures you control unless coster pays on extra X, where X is the cost of the spell being cost

SC Island Fish Jasconius Pay UUU during upkeep to untap. Cannot attack unless apparent has islands in play Destroyed immediately if controller has no islands in play. 6/8

INS C ++ MPo U A.B.U.R.4TH Jump Target creature has flying until end of turn. JHm U3 LG

Juxtopose Coster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none

EN R ••• JMy UU2 Land Equilibrium if apponent has at least as much land in play as you, he or she must socrifice a land for each new one apparent puts in play

MTe UDUIS SC Leviathan Trample. Leviothen enters play topped. Socifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan, 10/10

EN U •••• AMo UU A,B,U,R,4TH Lifetap Gain I life whenever opponent tops a forest of Atlantis

MBe UU Lord of Atlantis While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.

INT R JBa U Change the text of a card being played or in play by switching one basic land type with another

R seese Dfr UU4 AB,U,R,4TH Mahamati Dijan Flying, 5/6

Mana Drain INT U MTe UU LG Counter target spell. At the beginning of your next turn, take colorless mena equal to casting cost of spell

INS R ... DWI UZ All opponent's lands are topped, opponent's mana pool is emptied. Opponent is not damaged by unspent mana.

B

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Kind Ruity Rating Artist Cost Sets Found Kind Renity Reting Artist Cost Sets Found Name Kind Rarity Rating Artist Cost Sets Found Nome Name Description Mona Vortex EN R •• DSh UU1 hand and destroy all enchantments on it. You may pay UNU to return Take control of target artifact. [*** Socifice a land when casting Mana Vortex or it is countered. All ken City EN C ••• JMy UU E All Blue creatures gain +1/+1. Pay UU during your upkeep ar DK,4TH Sunken City

players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.

Merchant Ship SC R •• TWo U AN Gain 2 life if Merchant Ship attacks and is not blocked, Cannot attack if apponent has no islands. Destroyed if you have no islands. 0/2.

Merfolk Assassin SC U *** DDa UU

T: Destroy target creature that has islandwalk, 1/2. Merfolk of the Pearl Trident SC C •• JMe II A,B,U,R,4TH 1/1.

EC C ••• Multi UU2 Put 3 net counters on Merseine when it is cast Target creature does not untop as normal if any counters remain. Creature's controller may pay costing cost of larget creature to remove counters.

Artists: HHu, MOK, DTu, PVe.

Mind Bomb SOR U -- MTe U Do 3 damage to each player. Players may discard up to 3 cards. Each discarded cord prevents 1 damage from Mind Bomb to that player.

Man of the Sea SC R SC UUI AN
T: Control creature of power less than or equal to the Old Man's, May Old Man of the Sea choose not to untop Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Mon's. 2/3.

SOR U *** NTh UXX Pari Water Give X target creatures island walk until end of turn.

Phantasmal Forces SE U •• MPo U3 A B D R 4TH Flying. Pay U during upkeep or cord is destroyed. 4/1.

ntasmal Terrain EL C •••• DWi UU A,B,U,R,4TH Target land switches to any basic land type chosen by caster. Phantasmal Terrain

Puppet Master to its owner's hand if this happens.

SOR R **** BSn UXX · Reroll Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.

SOR C ••• AMa U Reconstruction Bring an artifact from your graveyord into your hand Relic Bind Få R ... CRu U2 c Bind EA R ◆ CRu U2 L When target artifact is tapped, Relic Bind's controller may do 1

damage or give 1 life to any player. Remove Soul INT Counter torget summon spell.

INT U == NIe III Untap all your lands. Reset may only be played during opponent's turn ofter his or her upkeep.

INS R ++++ JHo UU2 Reverberation Redirect damage from a sorcery to its caster. Riptide INS

Tap all blue creatures. River Merfolk SC R sees DSh UU U: Give River Merfolk mountainwalk .until end of turn. 2/1.
e of Lat-Nam SC C = PVe U1 Sage of Lat-Nam PVe U1

T: Draw a cord from your library. Each time you do this, place one of your artifacts in play in the graveyard.

Sea King's Blessing INS U → RAF U LC Change the color of any number of target creatures to blue until end

Sea Serpent SC (** JMe US A.B.U.R.4TH Cannat attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.

destroy Sunken City. Syvelunite Priest UU, T; Target creature may not be targeted by spells or effects until AQ,R end of turn. Use this ability only during upkeep 1/1. LG,41H Tangle Kelp ple Kelp EC U ← RA) U
Target creature stays tapped during untap phase if it attacked lost turn. Top target creature when Tangle Kelp is cost. 1/1.

kinesis INS R → DGe Uti L6

Target creature deals no damage in combat this turn. It is tepped and LG Telekinesis may not untap normally during its controller's following two untop phoses. Teleport Target creature may not be blocked this turn. Play after attack is LG declared but before blocking is chasen. ughtlace INT R → MPo U A,B,U,R,4
Change the color of a card being played or already in play to blue.
I Flats EN C → Multi U
UU: All of your creatures that are blocking non-flying creatures get Thoughtlace DK FE Tidal Flats first strike until end of turn. Attocking player may pay 1 for each attacking creatures to prevent Tidal Flots from imparting first strike to that creature's blocker Artists; RAI (two versions), SEV, Tidal Influence

al tafluence EN U → TWB U2
Put 1 fide counter on Tidal Influence when casting it and during upkeen. When there is 1 fide counter on Tidal Influences, all blue creatures get -2/-0. When there are 3 tide counters, all blue creatures get +2/+0. Remove all tide counters when there are 4 on Tidal Influence. SC R *** AWe U2 Time Elemental

SC

EC | 00

1 000

INS R *** DSh UUU

RSp U1

MPo U

Pay UU2, T. Return target permanent to owner's hand, Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attocks. 0/2. SOR R **** AWe U1 A.B.U

• Time Wolk Take an extra turn immediately after the end of the one in which you cast Time Walk. A.B.U

SOR R **** MTe U2 netwister Put Time Twister in a new graveyard, Shuffle your hand, library, and graveyard together and draw 7 cards. AMG UU

SOR U ••• Tronsmute Artifact Choose an artifact from your library and immediately place it in play; also, chaose an artifact in play that you control and put it in its owner's graveyord. If the new artifact's costing cost exceeds the discorded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discorded. Shuffle your library after playing Transmute Artifact.

(**** RAI U INS Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.

EN U . Undertow + Creatures with islandwalk may be blocked.

table Mutation EC (See DSh U AN, Target creature gains +3/+3. Put -1/-1 counter on card during AN.R.4TH Unstable Mutation upkeep. These counters remain until creature dies or game ends, even if Unstable Mutation is removed.

ummon INS C ••• DSh U
Return target creature to the hand of its owner. Discard Unsummon

arian Gold EC C ••• DGe UUX LG
Pol X counters and target creature and tap it. Creature does not unitap Venarian Gold normally while a counter remains. Remove a counter during creature

Vesuvan Doppelganger SC R ••••• OHO UU3 A,B,U,I
Duplicates all characteristics except color of any one creatuse in play May duplicate a different creture during upkeep phase. */*.

Tion Knights SC R *** SVC UUI

First stake, U. Give Vodelion Knights flying ability until end of turn. Vodalian Knights Bury Vodolian Knights whenever you control no islands, 2/2.

U. I Counter a target spell unless caster pays an additional 1. QHo, Vodalian Mage SVC. MPo 1/1. Multi UT

Vodalian Soldiers
Arhsts: MBe, RKF, IMe, SVC 1/2.
Arhsts: MBe, RKF, IMe, SVC 1/2.
Arhsts: MBe, RKF, IMe, SVC 1/2. FF AWe UU1 Top Farget Merfolk you control to allow War Machine to attack until end of him or give War Machine +2/+1 this turn. If War Machine goes to the graveyord, dil Merfolk topped in this manner this turn are

DSH UUUX ABURATH destroyed 0/4. SOR R *** Destray X mountains of your choice and do 1 damage to each player Volconic Fruntion and creature in play for each mountain destroyed RTh UU1 A.B.U.R.4TH

U ++* Wall of Air Flying 1/5 RTh UU! ABUR4TH || 00 Wall of Water

ABUR4TH U +1/+0 0/5 JMe UU3 || 00 50 Water Elemental LG RTh U3 (000

SC Wall of Vapor Cannot he damaged by creatures it blocks. 0/1 RTH LUZ 11 00 5[Wall of Wonder Cil Cumulative Upkeep





REGENERATION

Goblin Suppers & Regeneration: Top four red mana and the Soppers, and presto, the target creahate you control con't be blocked for remainder of turn. Trouble is, that creature dies at the end of turn (stupid goblins). But hey, toss a Regeneration on the creature teaming with the Soppers, and barn, you've got a killer combo.

GOBLIN SAPPERS

Phantom Monster U •••• JMy U3 A,B,U,R,4TH SC Flying 3/3. R *** TW& U4 A.B.U.R.4TH

Pirate Ship SC R •••• TWB U4 A, b, u, k, *

T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in alay, 4/3.

Power Artifact EA | | ee OSH UU Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less EE C •• DTb U1 A,B,U,R,4TH Power Lenk

Target enchantments requires 2 during upkeep. Power Leak does 1 domage to target enchantment's controller for each unpaid mana.

INT C **** RTh UX A,B,U,R,4TH Power Sink Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.

SC C **** DSh U2 A,B,U,R,4TH Prodigol Sorcerer T: Do 1 damage to any target, 1/1. A.B.U

INS U ---- DSh U2 Psionic Blast Do 4 damage to any target and 2 damage to you. Psionic Entity JHo U4 (ee

T: Do 2 damage to any target and 3 damage to itself 2/2.
this Allergy FN R •••• MTe UU3 Psychic Allergy EN R •••• MIe DUS Choose a color when Psychic Allergy is cast, Do 1 damage for each card of this color an apparent controls during his or her upkeep

Socrifice two slands during your upkeep or distriby Psychic Allergy chic Purge SOR (•• SVC U

Do I damage to any larget. If appoinent causes you to discard Psychic Purge Psychic Purge, opponent must sociatice 5 life.

chic Venom EL C •• BSn U1 A,B,U,R
Do 2 damage to target land's controller whenever target land s Psychic Venom A.B.U.R.4TH EC U ••• SEV BUU 16 Puppel Moster

If target creature goes to the groveyard, return creature to owner's

SC U ••• AWe UU1 T. Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger topped. Bury Seasinger whenever you have no islands 0/1

Segovian Leviathan U eee MRe II4 SC 1G,4TH Islandwalk, 3/3

Serendib Djinn ςr R ... AMo UU2 AN Flying. Destroy one of your lands during upkeep. Take 3 damage if the destrayed land is an island, 5/6

Serendib Efreat SC R *** AMo U2 AN R Flying Does 1 damage to you during opkeep. 3/4. Silhouette INS U • KFo U4

Prevent all damage done until end of turn to target creature by spells or effects largeting it

Sinbad SC. . JBn 111 T.Draw new cord, you may only keep it if it's a land, 1/1 Siren's Coll n's Call INS U ••• AMa U A.B.U.R.4T All of apponent's creatures that can attack must do so as die at end of turn. Siren's Call can only be played on apponent's turn before his or her attack. Just summaned creatures are not affected by Siren's Coll

Sleight of Mind INT R **** MPo U Change the text of a card being played or in play by switching one color word with another

Spectral Cloak EC U •••• RAJ UU Target creature may not be targeted by spells or fast effects unless it

INT C **** BSn UX A,B,U,R,4TH Spell Blast Counter target spell, X is costing cost of target spell. Stasis R *** Elo III FN A.B.D.R.4TH Cards do not untop as normal. Pay U during upkeep or Stasis is

destroyed, cards still don't untap until next untap phase U ... AWe UU2 FA ABUR 4TH

 Restricted/Bonned AC Artifact Crepture

EA Enchord Artifact

* " EE Enchart Enchantment

EC Erichant Creature

EL Erichant Land *EN: Enchantment

EW Enchant World

LG

Ø

I

H



Kind Rarity Rating Arist Cost Sets found Description

UU2 Give Wall of Wonder +4/-4 and enable it to attack, 1/5. er Wurm SC C ← RSp U Water Wurm gains +0/+1 if opponent controls an island. 1/1. hyr Falcon SC C ← HHu U) U Water Wurm Zephyr Folcon LG.4TH Flying, Does not top to attack, 1/1,

GREEN SC (•• Aisling Leprechoun OHn 6 All creatures blocking or blocked by Leprechour become green. 1/1. orio EW U ••• DGe 662 LG
If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn. Argothian Pixies SC AWe G1

Cannot be blocked by artifact creatures, damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1 third Treefolk SC C ••• AWe G63 Argothian Treefolk Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5.

EC R *** IMe G1 A.B.U.R.4TH Aspect of Wolf Increase target creature's power and toughness by half the number Increase target account of forests caster has in play

PFo G Counter target interrupt or exchantment targeting a permanent you control.

Barbary Apes SC C ••• BWa 61 16 2/2 Rerserk INS II **** DEC G ARU

Double target creature's power and give it trampling ability until end of turn, If attacking, destroy target creature at end of turn. Birds of Poradisa SC R **** MPo G Flying. T: Add one mana of any color to your mana pool. 0/1.

II ooo JMy G INS Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blacks [000 DK 4TH

Carnivorous Plant Counts as a wall, 4/5. SC Cat Warriors (*** MRa GG1 Forestwalk. 2/2.

Channel SOR U •• RTh GG -ALB,U,R,4TH Add 1 colorless mano to your pool for each life point you sacrifice. Citonul Druid | ... IMe G1

Add a +1/+1 counter whenever opponent costs on artifact. 1/1 Cockatrica R **** DFr GG3 ABJUR4TH Flying. Any non-wall creature blocking or blocked by Cockatnee is destroyed. 2/4

FC II www Mile G Cocoon Put 3 counters on and top target creature you control. Creature does not untop normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.

cordant Crossroads EW R ••• AWe G
Creatures may attack or top during the turn they are brought into play
w Giant SC U •••• CRu G6663 LG Concordant Crossroads **Errow Giant**

Tromple Rampage: 2.6/4 INS C ... JMy G Bury target artifact. Artifact's controller gains life points equaling target artifact's costing cost

DGe GG4 A,B,U,R,4TH Cemu Warm [mm 6/4.

Cyclone EN P +0 MTe GG2 Add 1 token per upkeep. Pay G for each token to do 1 damage per taken to all players and creatures. Destroy Cyclone if G is not paid for ecch token LG

EN U •• NTh G2 Creatures with forestwalk may be blacked

SOR U *** SYC GG4 Desert Twister AN,R,4TH Destroy any one card in play.

R ... Drop of Honey Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures

Durkwood Roors MIG GIL (000

EN E *** Melli G Elven Fortress G1. Give target blocker +0/+1 until end of turn. Artists. RAF, MPo. PVe TWo

11 000 MBe GG3 Flyen Riders LG.4TH Cannot be blocked except by walls and flying creatures. 3/3 [] eee JMy G Elves of Deep Shadow T: Add B to your mana gool and lose 1 life (play as an interrupt)

SC R • AMa G1 A,B,U,R,4TH First strike. Mispant: Alpha version listed power and tougness as

1/2.2/1. **Emerald Dragonfly** 50 0 + Flying. GG: First strike until end of turn. 1/1

Elvish Farmer RKE 61 SC 2 mm Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling taken, which is a 1/1 green creature, into play. Socifice a Soproling to gain 2 life. 0/2. SC

Kind Rusty Rating Artist Cost

Sets Found

Marrie

(eeee Mili Gl 61. To Target creature does not untop normally during controller's untap phase, Artists: AMa, MPa, SVC. 1/1. sh Scout SC C ***

Multi G Fhrish Seput G. T; Untop a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe.

SC R eee KMe G3 Erhoom Diino Give forestwalk to an epponent's creature until next upkeep, 4/5, eka SOR R **** KFa GG2 Eureka Bath players may put a permanent from their hand directly in play. Players take turns playing cords until neither wants to play any more permonents. No other spells or effects may be used while Eureka is

in effect. If a spell has an X in its casting cost, X is O. MPo G EN R . Fostband Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.

SC II ee RAL GGG3 Put a spare counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.

SC C ** JBo G1 Fire Sprites Flying. G, T: Add R to your mona pool (play as an interrupt). 1/1, S/ II ee RAI G3

If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage, 2/2 INS (*** JMy G A,B,U,R,4TH Creatures do not affect one another in combat.

SC R *** DSh 80002 ABUR41H Force of Nature Trample, Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8

gal Bloom

GG: Put a spore counter on target Fungus.

Cr R

DGe G3 A,B,U,R,4TH EN R **** DGe GG Fungal Bloom

Fungusour Gets a +1/+1 counter after any turn when Fungusour has been

domaged but not destrayed, 2/2, a's Avenger SC R R +00 Gaea's Avenger "=number of artifacts opponent has in play, "+1/"+1.
's Liege SC R ***** DWi GGG3

Goog's Liege ARIIR 4TH T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal # of forest controller has in play; when attacking, power and toughness equal number of forests defending apparent has in play. */

EN C *** MPo GG Goen's Touch You may put one extra land into play in each of your turns, if that land is a basic forest. Socrifice Goed's Touch to add GG to your mona gool (play as an interrupt).

Ghozban Ogre JMy G During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.

Redon: SC R •••• LDo GG1

Giant Bodger Bodger gets +2/+2 until end of turn if assigned as a blocker, 2/2.

Description Grizzly Bears ςr { *** JMe G1 A.B.U.R.4TH 2/2

Kind Rarity Rating Artist Cost

Sets Found

Hidden Path FN RAI GGGG2 R DX All green creatures gain forestwalk Hornet Cohon SEV GGT SE (00 LG

First strike, 2/1. SOR II acco Hurricone DWi GX A,B,U,R,4TH Do X damage to all players and flying creatures.

Ice Storm SOR U *** A,B,U Destroy any one land. SC Johnsumon Dovid H · MRe GG1 TG

DO 4 damage to any opponent costing an instant, except for the first one cast by that apponent that turn. 1/1. biff Efreet SC R ••• IMy GG2 AN Flyang. G: Do 1 damage to all players and flying creatures; this ability

may be used by any player 3/3. U ... DWi G ABURATH Instill Energy ÉC Untap target creature one extra time per turn; target may attack

Untap targer areas into play, when it comes into play. C *** JMy G4 A,B,U,R,4TH Irogroot Treefolk 3/5

Killer Bees SE (J **** PFo GG1 LG,4TH Flying. G: Give Bees +1/+1 until end of turn. O/1. MPo GG1 Kudzu

A.B.U.R When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discorded when all lands in play ore discorded

Land Leeches \$((** QHo GG1 DX.4TH First strike. 2/2.

Ley Druid SC U *** SEv G2 T: Untap a land of your choice (play as an interrupt). 1/1 Lifeforce A.B.U.R.4TH FN IJ *** DWi GG

GG: Counter a black spell as It is being cast (play as an interrupt). INT R + AWe G A.B.U.R.4TH Changes the color of one card in play to green.

Living Artifoct EÅ AMD G Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.

g Lands EN R ← JMy G3 A,B,U,R,4 Treat all forests in play as 1/1 creatures that can be tapped for G. Living Lands R ... BWo GG

Consider all lands in play both lands and 1/1 creatures that may not Consider all tances in programmes be topped when first put in play.

SC C AMO G Llanowar Elves

T: Add G to your mana pool, Played as an interrupt, 1/1. Lure U seese AMD GG1 ABUR 4TH FC All creatures that can block target creature must do so.

Eurker connot be the target of spells unless it attacked or blocked this hum. 2/3.

sh Viper SC C ••• RSp G3
Opponent takes 2 poison counters when damaged by Viper. Marsh Viper Opponent loses whenever he or she has 10 or more poison counters.

Moster of the Hunt R **** |Me GG2 GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.





Orcish Cannoneers & Circle of Protection: Red: We've said it before and we'll say it again. Orcs, as a whole, suck, But., when you combine the Orcish Connoneers, 1/3 pingers that can shoot for two but sting you for three, with a COP: Red, you can make life real unpleasant for your rival.

ORCISH CANNONEERS

CIRCLE OF PROTECTION: RED

Giant Growth INS C SEV 6 A.B.U.R.4TH Target creature gats +3/+3 until end of turn. Giont Spider (.... SEv G3 ABUR 4TH Doesn't fly, but can black flying creatures. 2/4.

SC (. IMe GG1 Giant Turtle may not attack if it did so during your last turn. 2/4. Glyph of Reincornation INS (••

Bury all surviving creatures blocked by target wall this turn. Far each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat

Melamarphosis 50R C . CRu G Secretice creature for costing cost + 1 mana of any color, which can only be used for summonings Moss Monster JMy GG2

SC [** CRu G AN,4TH If Not's Asp hits apponent, it does 1 point of damage during opponent's next upkeep unless 1 is poid 1/1

A,B,U

Natural Selection INS R . MPo G Look at the top 3 cards of any library. You may then shuffle

Kind Rarity Rating Artist Cost Sets Found Kind Ruity Roling Julist Cost Sets Found Kind Rariey Rating Actist Cost Sets Found Description Description Description that library. Spore Cloud INS C coop Multi GGT Typhoon 8Mn G2 FF SOR R ** Niall Silvain Do 1 damage to apparent for each island he or she controls. P 000 City GGG Top all blocking creatures. No creatures in combat deal damage this GGGG, T: Regenerate target creature. 2/2 LG,4TH turn. No creatures now in combat untap as normal during their Untomed Wilds 50R 11 --Makin GG controller's next untop phase. Artists: JMy, SVC, AWe.
re Flower SE U ••• MOX GG Search your library for one basic land and put it in play. This does not Night Soil FN 600 FF 1: Take two creatures in any graveyard and remove them from the count as your normal land-played. Reshuffle your library afterward. Spore Flower Put a spore counter on Spore Flower during upkeep. Remove three game to put a Saproling taken, which is a 1/1 green creature, in DK ATH All non-wall creatures blacking or blacked by target creature are play. Artists: SEv, HHu, DTu. counters from Spore Flower to prevent creatures from dealing People of the Woods 800 DTu GG ar damage in combat. 0/1. destroyed after combat. *=number of forests controlled by controller of People of the Woods. INS U *** MPo G3 SC Storm Seeker Verduran Enchantress P ... KBr GG1 Draw a card each time you cost an enchantment, 0/2.

of Brambles SC U ••• AMa G2 Do 1 point of damage to apparent for every card he or she has Pixie Queen SC 2 ... Wall of Brambles A.B.U.R.4TH in hand GGG, T: Give target creature flying until end of turn. 1/1. Stream of Life SOR C *** MPo GX A.B.U.R.4TH 6. Regenerates, 2/3 Wall of Ice An **Powerleech** EN II www CRu GG Torget player goins X life. SC ---RTh 62 A.B.U.R.4TH Take I life each time an apponent's artifact becomes topped, or each BSn G INS C se 0/7 time the activation cost of an opponent's artifacts is paid. Powerleech Target creature deals no damage. It gains X toughness, where X Well of Wood 50 MTe G A,B,U,R,4TH is not triggered by continuous artifacts. equals its costing cost. desh Gypsies SC C •• QHo G2
G1, T: Give target creature -2/-0 until end of turn. 1/1. Sylvan Library ΕN R mana HMc G1 Wanderlust ... CBr G2 Pradesh Gypsies A.B.U.R.4TH You may draw 2 extra cards during your draw phase, then either put two of the cards back or socrifice 4 lives per card not replaced.

The part of the cards back or socrifice 4 lives per card not replaced.

The part of the Do 1 damage to controller of target creature during upkeep Ħ U ••• XFo 662 16 Rabid Wambat SC (*** IMe G3 A.B.U.R.4TH 32 War Mammoth Gains +2/+2 for each enchantment cast on it. Robid Wombat does Sylvan Paradisa Immnle 3/3 not tap when attacking, 0/1. ian Spirit SC Change the color of one or more target creatures to green until end Web FC R **** RAI G A.B.U.R.4TH II *** CRu G3 Target creature gains +0/+2 and may block flying creatures. Radjan Spirit 1: Target creature loses flying ability until turn ends. 3/2. Thollid [*** Mili G ŚC U **** DSh abirth SOR R •• MTe GGG3 LG,4Tl Eoch player may be healed to 20 life. Any player so choosing antes Put a space counter on Thallid during upkeep. Remove three counters from Thallid to put a Soproling token, which is a 1/1 green creature, · Rebirth 66, T: Target creature may not regenerate or be the target of domoge-preventing or domoge-redirecting spells or effects. If target creature goes to the graveyord, remove it from the game. 1/1. an additional card from the top of his or her library. Remove if not n play. Artists. E8e, DGe, JMy, RSp. 1/1. d Devourer SC U •• rling Dervish SC U •••• SVC GG L
Protection from black, Gowis +1/+1 after each turn in which it RSp GG1 Whirling Dervish playing for ante. (**** OHo 61 Put a space counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, Regeneration EĈ damages apponent, 1/1. G: Target creature regenerates. SOR U ... DWi G1 into play. Socrifice a Saproling to make Thallid Devourer +1/+2 until Wild Growth EL. MPo G Regrowth A.B.U.R.4TH Bring a card from your graveyard into your hand. Whenever target land is tapped for mono, Wild Growth provides an end of turn, 2/2. FRe GG1 Reincornation INS | *** 16 Thelanite Druid SE II *** MOK G2 extra G If surget creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target Willow Satyr SC R •• IMe GG2 G1, T: Socrifice a creature to turn your forests into 2/3 creatures T: Gain control of target legend. Lose control of this legend if Willow until end of turn. 1/1. SC R **** BWo GG2 Thelonite Monk creature's owner. Satyr untags, leaves play, or leaves your control. You may leave Safyr umops, accounting the Millow Safyr tapped, 1/1.

SOR U *** KFO GX EW R ** KFo G IG T: Socrifice a green creature to transform a target land into a basic Revelation Play with all cords in hand face up. forest, 1/2. Winter Blast LDa G 16 Thelon's Chant Rust INT EN U *** MBe GG1 Top X target creatures. Do 2 damage to each target creature Counter target artifact effect that requires an activation cost. Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls. with flying AN,4TH . Sandstorm Wolverine Pack [00 INS IMe GG2 LG Do I damage to all attacking creatures. Theion's Curse EN R ••• PVe GG Rampage: 2. 2/4. RSo G DIX. Blue creatures do not untap as normal, During wakeen, a blue SC Wood Elemental R + BSn G3 Savaen Elves SC GG, T. Destroy target enchant land. 1/1. creature's controller may pay U, in addition to other untap costs, to *=the number of untapped forests you socificed when casting Wood MPo GG2 DK Elemental. Scorwood Bundits untap one and only one creature.

cet Basilisk SC U •••• DFr GG3 SE Forestwalk, 62, T: Control target artifact. Opponent may counter this Wormwood Treefolk by paying 2. You lose control of target artifact whenever Scarwood Any non-wall creature blocking or blocked by Basilisk is destroyed. GG: Give Wormwood Treefolk swampwalk until end of turn and lose 2 life BB: Give Wormwood Treefolk forestwalk until end of turn and Bondits leave play. 2/2. lose 2 life. 4/4 C *** SYC GI Wyluli Wolf I Give a creature +1/+1 until end of turn, 1/1, | Karplusan Yeti & ROU Chromatic Armor: The IULTICOLORED mighty 3/3 Karplusan Yeh Adun Oakenshield SC R *** JMa BGR can tap to deliver its power in GRB, T: Take a creature from your graveyard into your hand. 1/2. SC BWo UG Angus Mockenzie domage to a target creature, UGW, T: Attacking and blocking creatures deal no damage during but it takes that creature's R eeee FBe UUGGWWZ Arendes Sobboth power in damage in return. Flying, All creatures on Sabboth's side gain +2 defense when Just to be on the safe side, untapped. W: Give Sabboth +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabboth, 7/7.

elrod Gunnarson SC R ••• SKI BBRR word your Yeti with a Chro-16 Axelrod Gunnarson motic Armor, on enchant crea Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target ture that offers protection player, 5/S from damage done by a spe-SC R eee BWo IIUWW Ayesha Tanaka Counter artifact effect requiring activation cost unless artifact cific color (You can change controller spends W. 2/2 ARu BRR4 that color, too) Now your Barktooth Warbeard SC 31 00 16 CHROMATIC ARMOR

KARPLUSAN YETI SC U *** AMa G1 Scorwood Hag

GGGG, T Give target creature forestwalk until end of turn, T; Remove

forestwork from target creature until end of turn. 1/1. (••• DDs G Scavenger Folk G1: Sperifice Scavenger Folk to destroy target artifact, 1/1 C --- AWe G A.B.U.R.4TH Scryb Spriles SC Flying 1/1.

C *** AMs G Shanodin Dryads A.B.U.R.4TH Forestwalk, 1/1. DSh G1

Shelkin Brownie [• SC I. Remove the banding ability from target creature until end of turn.

R *** RAI G3 Singing Tree T Reduce attacking creature's power to 0 until end of turn. 0/3 ting Slug SC U •• AMa GG1 Spitting Slug GT Give Stug first strike until end of turn, If this ability is not used, every creature blocking or blocked by Spitting Slug gains first strike Thora Thollid SC C *** Multi GG1 During your upkeep, put a spore counter on Thorn Thollid. Remove 3 counters to have it deal 1 damage to any target. Artists. DGe, HHu, JMy, MTe. 2/2

Timber Wolves SC R ••• MBe G A.B.U.R.4TH Bonds, 1/1.

Titonia's Song Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost Should Titania's Song leave play, artifacts revert to

GG, T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/2.

Tsunami SOR | 00 Destroy off islands in play.

EW Enchant World

INS Instant

FN . KKa G3 R *** RKF BUUW2 Dakkon Blackblade equals the number of lands you control. Dark Heart of the Wood EN Socrifice a forest to gain 3 life normal just before the next turn's untop phase ker SC R •••• JMe GG1 R -- DGe GGWW3 SC Gabriel Angelfire During upkeep, Angelfize gains either flying, first strike, fromple, or rampage. 3 until your next upkeep. 4/4
seta Dirk

SC R ••• RTh UL
First strike. Con block islandwalking creatures. 4/4 • Gosta Dirk SOR C •••• OSh 62 A,B,U,R,4TH Discard all enchantments in play. SC R **** JBo • Gwendlyn Di Carei RTh G3 A.B.U.R.4TH T. Target player randomly discords a card in hand (play only during

opponent's got big problems.

SC 8 ***

SC P ++++

Cannot be target of enchant creature speals. Does not top to attack

BR2, T: Put a minor demon taken, which is a 1/1 red and black

Flying, rampage: 2. Pay BUW during upkeep or bury Chromium

ARu BGR3

JMy BR3

P *** FBe BBUUWW2

CRu BG

LG

LG

LG

lĠ

DK

lG

16

LG

RRISE

until end of turn. 2/4

6/

6/5

· Chromium

Bartel Runeaxe

Baris Devilboon

creature, into play. 2/2.

Hame

• Jedit Dianen



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Description	
your turn). 3/5.	_
Holfdone SC R •••• MBe BUW1 LE	à
Make Halfdone 3/3 when cast, Dunng upkeep, Halfdone may	
acquire the current power and toughness of a target creature besides	
itself. When there are no legal targets, Holfdone is 3/3. */*.	
T CC B DIT CRUIS	PR .

 Hazezon Tomar RKF GRW4 R 004 On your first upkeep after Hazezon Tamar is put in play, put " Sand Warner takens in play, where " is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove

all Sand Warners if Hazezon Tamar leaves play. 2/4.
unding Giornersen SC U •• RTh UU13 Hunding Gjornersen Rampage: 1.5/4. Jacques le Vert SC R *** ARU GRW1 16 Make all your green creatures +0/+2.3/2 RKF GW3 Jasmine Boreal SC II ee ĹĠ

SC

 Jerrard of the Closed Fist SC 1 000 ARD GGRI 16 SC R *** ATE GRW3 · Inhon 1G If Johan is not tapped, any of your creatures besides Johan may

| 000

MPo UWW4

attack without tapping. 5/ Kasimir the Lone Walf 11 . RICE TIMA LG SC Kei Tukohoshi P 000 SKi GW2 LG T: Prevent up to 2 damage to target creature. 2/2 • Indy Colerin R eeee BWg GGWW3

16 Do 3 damage to target attacking or blocking creature. 3/6. Lody Evangela MPo BUW 16 BW, T: Target creature deals no damage this turn during combat. Lody of the Mountain SC

| ** RYF GRA Lody Orca SC | •• SEV BRS 16 Livonya Silone SC 2 *** RKF GGRR2 lG

First strike, legendary landwalk, 4/4. Lord Magnus MTe GWW3 SC 11 *** LG First strike, Creatures with plainswalk or forestwalk may be blocked.

 Marhault Elsdragon MPn GRR3 Rampage: 1, 4/6 Marsh Goblins SE [00 QHo BR Swnmowolk, 1/1

 Hebuchadnezzar SC P **** PIF RII3 16 Pay X, T. Name a card. Opponent randomly reveals X cards in hand Opponent must discord any such cords that match the one you named. (Play only during your turn.) 3/3, tol Bolas SC R •••

· Nicol Rolos EBe BBUURR2 Flying. An opponent damaged by Nicol Bolas must her discard entire hand. Pay BUR dunng upkeep or ury Nicol Bolos. 7/7

 Palladia-Mors SC R *** EBa GGRRWW2 Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7. Pavel Maliki SE ARu BR4 16

BR. Give Pavel Molitiki +1/+0 until end of turn 5/3 SC Princess Lucrezia [] + SEV BIILI3 T. Add U to your mona pool (play as an interrupt) 5/4. Rognar g ... MBe BGW

UGW, T: Regenerate target creature 2/2 imirez DePietro SC U •••• • Ramirez DePietro PFo BBU3 First strike, 4/3

SC & ••• RKF BBUHU2 Romses Overdark I: Destroy a target creature with an enchantment on it. 4/3

 Rosautin Dreamweaver SC R ** ARu HW4 Put 7 counters on Rasputin when put in play Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt) Add a counter to Rosputin Dreamweaver during your upkeep if he began your turn untupped. There may be no more than 7 such counters on Rasputin 4/1

 Riven Turnbull SC 1 00 RKE BUS 1. Add B to your mana pool (play as an interrupt) 5/7

or Refigeth and all Kobolds are topped and enter opponent's control

Rubinia Soulsinger SC R seese RAI HGW2 F: Gain control of target creature. You lose control of target creature. when Rubinia Soulsinger leaves play, leaves your control, or becomes untapped. You may choose to leave Rubinia Soulsinger topped. 2/3

Scarwood Goblins SE [00 RSp GR 2/2

_							
	• Sir Shandlar of Eberyn 4/7. • Sivitri Scarzam 6/4.	SC	IJ	••	ARu	GW4	LG
44444	• Sivitri Scarzom	SE	U	••	MTh	BUS	LG
	6/4.	***			merc	DUMO	10

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Kind Rarity Rating Artist Cost

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Sol kanar Swamo Kina SC RKF JG Swampwalk. Controller guins 1 life each time a black spell is cast. 5/5.

P ween JUPn GRA SE LG Put Stanga Twin token in play when casting Stangg Stangg Twin token is a 3/4 green and red legend. Remove Stangg Twin token from game if Stangg leaves play, 3/4.

inastian Falconer St.

T. Add 2 to your mana pool. 4/4.

SC. R **** JBa BUR Sunastian Falconer ÉG ● Telsuo Umezowa 16 BUR, T: Destroy target tapped or blocking creature. Tetsuo Urnezawa

may not be targeted by an enchant creature spell, 3/3. Tobios Andrion SC | 00 ARu UW3 16 4/4 SC II ooo RAF BRR7 Tor Wauki LG

T: Do 2 damage to attacking or blocking creature. 3/3. MPo GGW3 Torsten Von Ursus SC ij ee IG

• Tuknir Deathlock SC R *** LDa GGRR 16 Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2. • Ur-Droge SC R • CAU BBRRG62 IG

Flying, B; Gain +1/+0 until end of turn, R; Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or

bury Voevichs Asmodi. 7/7. · Xira Arien Flying, GRB, T: Make target player draw a cord. 1/2

RED

INS C . RCn P Active Volcano 16 Destroy blue permanent or return island to owner's hand Destroy enchantments on target land. MBe RRR2 LG Ærnthi Berserker SC Rampage: 3. 2/4.

JBo RR2 Aladdia SC AN RR1: Steal artifact. 1/1 IRa P AN.4TH Ali Bobo SC R: Top a well. 1/1.

 Ali from Cairo R eeee MPo RR7 You cannot be reduced below 1 life due to damage while Ali is in play, 0/2,

DIT C . AD **Artifact Blost** MPo R Counter any artifact as it is being cast. AQ.R SC 0: +2/+2; sacrifice one of your artifacts in play. 1/2. INS ti aaa BSn R1

Do half the damage (round down) done by one sorcery to the sorcery's coster. SC R *** OHO RRR **Ball Lightning** Tromple. Ball Lightning may attack in the term in which it is summoned. Bury Ball Lightning at the end of the turn in which it was

summoned, 6/1. Beasts of Bogardan SC U ••• DGe. R4 Protection from red. Gains +1/+1 if opponent controls white cards.

Bird Maiden SC (*** Ma 22 AN.4TH Flying, 1/2. SC SVC R1 (ee (G When placed in the graveyard from play, Blazing Effigy does 3

damage to target creature. 0/3, C eses Alla R1 INS Make target creatures +4/-4 until end of turn. This makes toughness

no lower than 1. EN R **** TWo R2 Rload Moon Tern all non-basic lands into basic mountains while Blood Moon is ■ pkgv

Brassclaw Orcs (+ Milli R2 Connot be assigned to block creatures of power greater than 1. Artists: RAI (two versions), DFr, HHu. 3/2.

Brothers of Fire SC [40 MTe RR1 DK,4TH RR1: 90 1 damage to any target as well as 1 damage to you. 2/2 te. The FC C APa R1 16.41 State. The MPo RI LG, 4TH

Target creature gains +1/+0. RRR: Regenerates. ÉC MPo R E 800 A.B.U.R.4TH Target creature gains mountainwalk

Cave People e People SC U ••• DTu RR1 DK,4T Cave People get +1/-2 until end af turn when they are declared an attacker RR1, T: Give target creature mountainwalk until end of turn

Coverns of Despoir EN R ** HMc RR2 16 No player may attack with more than 2 creatures, nor black with

more than 2 creatures, per turn in Lighting SOR (•• SFU R Do 3 damage to a target. Whenever Chain Lightning does damage the target or target controller may pay RR for Chain Lightning to do 3

damage to a target of his or her choosing objects INT R +++ DW) R A,B,U,R,41H Changes the color of a card being played or in play to red

EN II ee PAI 16 Creatures with mountainwalk may be blocked, AMn D LG Crimson Koholds SC (•

Kind Raity Rating Artist Cost

Sets Found

Crimson Kobolds are red creatures, 0/1. DGe RR2 LG.4TH Crimson Manticore Flying, R, T: Do 1 damage to target attacking or blocking creature. 2/2

Crookshook Koholds 32 IG (a CRu D Croakshank Kobolds are red creatures. 0/1. **Desert Nomods** SC CRu R2 AN (** Desertwalk, Immune to damage from Deserts, 2/2.

Detonate SOR U •• RAF AQ,4TH Target an artifact; X is the casting cost of the target artifact.

Detanate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.

INS R ... BWg RZ Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered on attacker. Play before blocking is chosen.



Orcish Librarian: Is this stupid or... Wait a second, this could actually be useful! So what if you have to chuck four cords from the game! Use the Librarian to arrange the four surviving cards on top of your library in the order you want. When you've drawn your fave rave cards, use the Librarian again. You're almost guaranteed to be drawing a decent card every turn. Maybe these Orcs aren't so bad after all...

SOR C *** AMO RX A,B,U,R,4TH Do X damage to a target. If target dies this turn, it is removed from come.

INS U ... DFr R Dworven Sono Change the color of any number of target creatures to red until end of turn

SC U *** AWe RR2 AB,U,R,47H **Drogon Whelp** Flying, R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.

SC R **** BWg R Dwarven Armorer R, T: Discard a cord from your head to put a +0/+1 or a +1/+0counter on larget creature, 0/2.

U *** JMe RX LHS Dwarven Calapult Does X damage, divided evenly among all of your opponent's creatures (round down)

Dwarven Demolition Teams SC U ••• KBr R2 ABU T. Destroy a wall. 11 + IMa RR FF SC

Dwarven Lieutenant R1: Give target Dwarf +1/+0 until end of turn. 1/2. DSh R1 Oworvan Soldier

If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAI, RAF 2/1.

Dwarven Weaponsmith SC U ••• MPo R1 AQ,R

T: During upkeep, odd a +1/+1 counter to any creature. Sacrifice an

artifact each time you use this ability 1/1 SC C eeeee DSh R2 Dworven Warriors

T. A creature of power no greater than 2 becomes unblackable until end of turn. 1/1

SC U --- DFr RR3 ABJUR.4TH Forth Elemental Earthbind EC E men OHo R A.B.U.R

Do 2 damage to and removes flying ability from target creature Does not affect non-flying creatures SOR R ••• DFr RX Do X damage to all players and non-flying creatures in play

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Kind Rarity Rating Artist Cost Kind Rarity Rating Artist Cost Sets Found Kind Rarity Rating Artist Cost Sets Found Rome Sets Found Nome Description Description Description Lightning Bolt INS
Do 3 domage to one target Eternal Flame SOR R · Goblin King SC R ••• JMy RR1 AB,U,R,4 While Goblin King is in play, all Goblins acquire mountainwalk and MPn RR1 (coose (Ru R BK ARIIR 4TH ARIIR 4TH damage your opponent by the number of mountains you control, Lose half that amount of life, rounding up. +1/+1.2/2. R *** SVC RR1 Electrol Warrior EC f eeee AMn R LG.4TH Goblin Kites EX II ee AMn RT To untop a blue creature, controller must spend 4 during upkeep in R: Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's Target creature does not top to attack. addition to other requirements. Big blue-deck killers • Fallina Star SOR R *** DSb R2 SOR R • Mana Clash MTe R From a height of at least a foot, flip Falling Star onto playing area. Choose a target player. You and he or she should flip a coin. Any toughness. At end of turn, flip a coin. Bury target creature if apponent Any creature Falling Star touches takes 3 damage and tops if it player whose coin comes up tails loses a life. Repeat until both ODe R1 Gohlin Rock Sled \$6 7 players' coins come up heads simultaneously.

a Flare EN R ---- CRu R2 A.B.U.R.4TH survives. Falling Star has no effect if it doesn't turn at Trample, Rack Sted may not attack unless opponent controls at least Mana Flare least 360 degrees. False Orders one mountain. Rock Sled does not untap if it attacked your last turn. Each land produces on extra mana of its normal type whenever it is C *** AMO R Choose if and how one defending creature blocks. The block, if any, tapped for mana. lin Shrine El. C ••• RSp RR1

If target land is a basic mountain, all Goblins gain +1/0. Boes 1 FN R •• CRu R3 A,B,U,R,4TH must be legal. Play after defense is chosen but before damage Gohlin Shrine Manabarbs Do 1 damage to controller whenever he or she draws mano from is dealt. domage to all Goblins if it leaves play INS C ** BSn R cay land. Top all creatures blocking target attacking creature. Target and its EN C **** Multi R2 Milige Dilinn SC R ••• SVC RRR AN,R blockers deal no damage in combat. If Mijae Djinn attacks, flip a coin. If opponent wins flip, Mijae Djinn tons but does not attack, 6/3. p Fire Droke 11 00 CRu RR1 . (• JMe R Flying, R: +1/+0 until end of turn. Only 1 R can be used in this Goblin Warrens SE. Mons's Goblin Raiders SC A.B.U.R.4TH R2: Sacrifice two Goblins to put 3 Goblin takens, which are 1/1 red manner, 1/2. 1/1. SC U ••• MBe RR3 ABJUR,4TH Fire Elemental creatures, in play. Mountain Yeli SC 11 sees DFr RR7 ŁĠ Mountainwalk, protection from white. 3/3.

SC R ••• MWe RR2 SC 5/4. Fireball U *** DGe RR2 Goblin Wizard T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned, R: Give target Goblin protection from SOR C --- MTB RX A,B,U,R,4TH Kalothni Dragon CON Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first. Flying, bands, R: +1/+0 until end of turn, Bury Nalathai Dragon if as if it were just summonth, white until end of turn. 1/1. more than RRR is spent in this manner in one turn. 1/1 DK Orc General SC 11 • JMy R2 Firebreathing EC DEr R Mountainwalk, Bury Goblins of the Florg if its controller controls any Y Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. R: +1/+0. Dwgryes, 1/1. Firestorm Phoenix SC R *** JMe RR4 Flying Return Firestorm Phoenix to owner's hand if it goes to the R *** (Ru R2 Orcish Artillery SC U *** AMO RRT Granite Gargoyle T: Does 2 damage to any target and 3 damage to you. Misprint: Flying, R: +0/+1.2/2 graveyard from play. If so, it may not be cost that turn. 3/2. EW Alpha version lists costing cost as R1, 1/3.

bh Captain SC U • MTe R
1: Choose target Orc, then flip a coin. If apparent wins flip, target R **** BSn R2 16 INS C *** DSh RR3 Gravity Sphere Bury target land or creature. A.I creatures lose flying ability Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2 until Miniour of Tevesh end of turn . 1/1. SC C ••• PVe R2 Orcish Mechanics Szat & Baldovian Con-T: Do 2 points of damage to any target. Each time you use this jurer: Holy crop The Minion ability, place one of your artifacts in play in the graveyard, 1/1
h Oriflamme EN U ••• DFr R1 A,8,U, Orcish Oriflamme of Tevesh Szat can tap to All of your attacking creatures gain +1/+0 during your attack. make any creature +3/-2? Misprint: Alpha version lists casting cost as R?.
sh Spy SC C •••• Multi R Combine that with the Balder T: Look at the top 3 cards in target player's library Return them in vian Conjurer, which can turn order. Artists: DGe, SVC, PVe. 1/1. Medi R2 Orcish Veteran target snow-covered lands Cannot be assigned to block white creatures of power greater than 1. Target snow covered land econes a 2/2 creature until end furn. The target still counts as and but cannot be tapped for sina if it came into play on a side six turn. into 2/2 creatures, and R: Give Orcish Veteran first strike until end of turn. Artists: MBe, DFr, g SC R ••• DGe RR3
Trample. Orgg can not attack if apponent controls on unhapped creature with power greater than 2. Orgg cannot block creature of power greater than 2. 6/6.
er Surae iture gera +3/ 2 until you've got one mighty undermans if it came this turn. "The very lands of Baldieria are "The Very lands of Baldieria are this." Arna Kennenid, Skylnigh manaed opponent. Power Surge EN R **** DSh RR Before untop phase, player must count untopped lands. During upkeep phase, player takes 1 damage for each untopped land. MINION OF TEVESH SZAT **BALDUVIAN CONJURER** Primardial Oaza Must attack whenever possible. Add a +1/+1 counter as your upkeep ends. Then pay 1 per counter or Primordial Caze deals 1 damage to you per counter and tops. 1/1 hfires Destroy all plains in play. INT SOR U •••• DWi R3 A,B,U,R,4TH Gray Ogre DFr 82 A,B,U,R,4TH Pyrotechnics Do 4 damage divided any way among any number of targets rum Trench Gnomes SC R ••• DFr R3 Hill Giant R **** AWA RR DFr R3 · Fork A.B.U.R A,B,U,R,4TH Duplicate a sorcery or instant just cost. Fork's color remains red and Quarum Trench Gnomes SC 3/3 T: Target plains produce 1 instead of W until end of game. 1/1. Fork's caster may choose its target. Hurloon Minotour AMo RR1 A,B,U,R,4TH SC Raging Bull LG Frast Glant J 800 DGe RRR3 LG SE (•• RAF R2 Rompage: 2, 4/4. Hurr Jockel SC R ... DTu R AN,4TH Ø T: Prevent creature from regenerating this turn. 1/1.
erion Blacksmith SC U ••• DFr RR EN R *** Giont Strength EC C **** JHa RR LG,4TH Roging River SEV RR Make target creature +2/+2. When attacking, divide apponent's ground creatures on either side of LG Hyperian Blacksmith INS C ... T: Top or untop target artifact opponent controls 2/2 Raging River Attacker can then choose on which side of River to Glyph of Destruction SVC R Make target wall you control +10/+0 when blocking. Target wall place each attacking creature, and attacking creatures can only be EC sees SKE LG,4TH Moke target creature +2/-2. takes no damage in combat but is destroyed at end of turn blocked by flying creatures or those on the same side of River INS R *** RAF RRS SC U •• DK.4TH Raidina Party Do 6 damage to all players and all creatures. Raiding Party may not be targeted by white spells or effects. Socifice If desired, top Goblin Artisans as you cost an artifact, and flip a coin on Orc to destroy all plains. Any player may top a white creature to AMo R1 A.B.U.4TH If opponent wins fi'p, your artifact is countered. Otherwise, draw Ironclaw Orcs May only block creatures of power equaling 1 or less 2/2 on Warlord SC U ••• KBr RR2 A another card from your library. You may use this ability only once for each time you cast an artifact. 1/1save 1 or 2 plains from destruction. Any number of white creatures may be tapped for this purpose
Elemental Blast NT (***** RTh R A,B,U,R,4TH Keldon Warlord Power and toughness equal number of non-wall creatures in play on Red Elemental Blast Goalin Bolloan Brigade SC U ••• ARu R Power and fougnitess equa-your side, including Warlord */* Counter a bius spe I being cast or destroy a blue card in play Misprint: Alpha version listed type as Instant UΩ R Goins flying until end of turn. 1/1. KMe R DTu RR1 Goblin Caves El (••• Kird Ane Kid Ape gains +1/+2 while controller has forests in play 1/1 old Drill Sergeant SC U •• JBa R1 R *** ARu R3 If target land is a basic mountain, all Gobt as gain +0/+2 Kind Ape gams +1/.

Kobold Drill Sergeant SC U •• January Gree all your Kobolds +0/+1 and trample. 1/2

SC R •• JBa Roc of Kher Ridges SC Goblin Chirurgeon SC C *** Multi R Flying, 3/3 900 9 32 IMe R Socrifice a Goblin to regenerate a creature. Artists. PFo, DFr, DGe. Rock Hydro A.B.U.R Put X +1/+1 head counters on Hydra Each point of damage to 0/2 Jiến Ri LG First strike Give all your Kobolds first strike 1/2 Hydra destroys one counter unless controller spends R per head Goblin Digging Team SC (00 T Sacrfice Digging Team to destroy target wall. 1/1 Im Flotilla SC R ••• TWä R2 Kobold Taskmaster SC Give all your Kobolds +1/+0. Kobolds of Kher Keep SC | i += RAF R1 LG During upkeep, new heads may be grown for RRR apiece 0/0 SC (eee (Ru R3 Rukh Egg If destroyed, a 4/4 flying red taken creature is put into play at end Islandwalk. At the start of the attack, pay R or creatures blocking or (. JBo O LG blocked by Goblin Flotilla get first strike until end of turn. 2/2. lin Grenade SOR C ••• Multi R of turn 0/3. 0/1 FW R == RSn RR1 LG Sedge Troll SC R ooo DFr R2 Goblin Granada Sacrifice a Goblin to deal 5 damage to a target. Artists. DFr, CRu, RSp lin Hero SC C •• Allo R2 DK B Regenerates When controller has swamps in play Sedge Trol Any player may discard a card from hand at any time and do 2

damage to a player of his or her choice if the cord discorded is

EW Enchant World

INS Instant

Et Enchant Load

EN Enchantment

EC Enchant Creatura

EE Enchant Enchantment

Gohlin Hero

2/2 /~ Rostricled/Bonned

AC Artifact Creature

ART Amfoct

EA Enchant Artifact

A B LI R 4TH

CO Completive Upkeep

AWe R1

SC Summon Erecture

SOR Sorrery

geins +1/+1 2/2

Shatter

INT Interrupt

JAN Fond

闽

I

H



Kind Rarity Rating Actist Cost

Sets found

Description						
Bestroy target artifac	t.					
Shatterstorm				MPo		AQ,R
Bury oil ortifacts in pl	ay. Artif					
Shivan Dragon	SC	R	****	MBe	RR4	AB,U,R,4TH

an Dragon Flying, R: +1/+0. 5/5. Sisters of the Flame E am JMy RRT DK 4TH T: Add R to your mana pool (play as an interrupt), 2/2.

R ... EN JMv RR Each player may only untap one creature during untap phase. Spinal Villain SC R *** AMO R2

T: Destroy target blue creature, 1/2. DWG RR2 ABUR 4TH Stone Giant S[|| eee T: Give one of your creatures with power less than Stone Giant's toughness flying until end of turn. Target creature, which can increase its power after it gains flying ability, is killed at end of turn. 3/4

SOR C --- BGe R2 A,B,U,R,4TH Stone Rain Destroy any one land FW 8 •• CRit R IĜ Do 1 damage to any player for each card below 4 in hand

during upkeep. Tempest Ffreet SC P . NTh PRRI LG.4TH T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Efreet in opponent's groveyord. Opponent may

prevent this permanent change in ownership by socificing 10 life or conceding game before the switch is made. If so, bury Tempest Efreet in caster's graveyard, 3/3. Tunnel SOR II .. DFr R A.B.U.R.4TH

But one woll. Two-Headed Giant of Fariys SC R *** AMo R4 A.B.U Tromple. May block two creatures in combot, 4/4. Uthden Troll [] **** DSh R7 A B U R 4TH

R: Regenerates, 2/2 Wall of Dust SC U •• RTh R2 16.4TH Creatures blacked by Wall may not attack during opponent's next

Wall of Earth C **** RTh R1 A,B,U,R,4TH Wall of Fire | ... RTh RRT A.B.U.R.4TH SC

R: +1/+0 0/5 Wall of Heat RTh R2 A.B.U.R.4TH **Wall of Opposition** 32 R ... HMc RR3 1:+1/+0 until end of turn. 0/6.

Wall of Stone SC DE: 991 ABUR4TH Wheel of Fortune SOR R **** DGe R2 ABUR

All players must discord their hands and draw seven new cords BOOK Windseeker Centour R *** AMo RR1 Does not top to attack. 2/2.

SOR R ••• JHa R Winds of Change LG 41H All players must shuffle their hands into their libraries, then draw as many cards as they ongenatly had

SC DTu RRR Flip a coin when defending, if opponent wins flip, opponent may decide whether or not Yowen Efreet blocks, 3/6

WHITE

SC R *** KMe W If Abu Ja'fer is destroyed in combat, all creatures blocked or blocking Abu are destrayed and cannot regenerate. 0/1.

Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4. Akron Legionnaire

Alabaster Potion INS C *** KMc WWX Give target player X life or prevent X damage to target creature

Amrou Kithkin SC C ee DHs WW 1G ATH Creatures with power greater than 2 may not black Amou Kithkun Blocker's power may later be increased 1/1

EN R eee JBo WW2 Angelic Voices Give all your creatures +1/+1 if you control only white or artifact U sees DTU WW2

ry Mob

Trample Ouring Angry Mob's controller's turn, "=total number of swamps all apponents control Otherwise, "=0 2+"/2+" nate Wall

EC R ● DFr W A,B,U,R, Animate Woll

Forget wall may now attack R AWe WWI Argivian Archaeologist SC 2, T: Bring an artifact from your graveyord to your hand 1/1 Argivian Blacksmith SC [** KKe WW1 A/A 1. Negate 2 damage to target artifact creature. 2/2.

Kind Ratity Rating Unist Cost

Sets Found

Name

Bescription

Armageddon SOR R *** IMv W3 ABUR 4TH Destroy all lands in play. Army of Allah INS (**** BSn WW) AN +2/+0 to all attacking creatures until end of turn.

Artifact Word nsh w āß FC (** Target creature may not be blocked by artifact creatures, damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.

SOR R **** MPo W1 All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.

DSh W SC [+++ A.B.U.R.4TH Bonds, 1/1.

EC U **** DFr W Black Word A.B.U.R.4TH Target creature gains protection from block. INS R *** RTh W

Blaze of Glory Target creature must block all creature that it is legally eligible to block, Blocker's controller chooses how to distribute damage. Play before defense is chosen.

R *** IBn WW ABURATH Blessing EC W: +1/+1. Blood of the Martyr INS U . CBi WWW Until end of turn, you may reducet damage done to your creatures to

vourself instead Rlue Word FC | eas Target creature gains protection from blue.

PVe W F(600 DK ATH Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.

SEv W Bands. Carnel gives immunity to Desert damage to all those banded with it. 0/1.

EN U ••• OWI W3 ABUR4TH Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.

Girde of Protection: Artiflocts EN U ... PYe W1 A.B.U.R.4TH 2. Prevent all damage against you from an artifact source. Grde of Protection: Block EN C --- JMy W1 AB,U,R,4TH

1: Prevent all damage to you from one black source Circle of Protection: Blue EN C ••• DWi W1 A,B,U,R,4TH 1: Prevent all damage to you from one blue source. Gircle of Protection: Green EN C *** SEv W1 A.B.U.R.4TH

1: Prevent all damage to you from one green source.

D'Avenant Archer 5[[*** BSh W2 1G T: Do 1 damage to attacking or blocking creature. 1/2.

Kind Rarity Rating Artist Cost

Sets Found

Damping Field AQ FN Illa W2 11 . No one may untop more than one artifact in each of his or her own untap phases.

INS C *** MPO W Death Word ABUR4TH Regenerates target creature. Disenchant INS C ... AWB WT A,B,U,R,4TH

Destroy target enchantment or artifact. Divine Intervention EN R *** AWe WW6 1G Put 2 counters on card. Remove 1 counter during you upkeep, When

both are removed, game ends in a draw. Divine Offering INS C *** IMe WT Destroy target artifact, gaining life equaling casting cost of artifact.

ne Transformation EC U **** NTh WW2 LG.4 Divine Transformation LG.4TH

Give target creature +3/+3. SOR C *** DTu WW1 Bust to Dust

Remove any two target artifacts from the game.

It Land Worm SC R ••• QHo WWW4 LG.4TH Elder Land Worm Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.

Enchanted Being SC C • DSh WW1 Reduce damage dealt to Being during combat by creatives with eachantments on them to 0, 2/2.

£L [** SVC W 16 Equinox Top target land to counter a spell that destroys your land (play as an interrupt)

ST 2 000 DTu WW W1, T: Destroy target black creature. 1/1.

INS R ... MPD WW AN.R.4TH Eve for on Eve Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.

MPo WWW Formstead EL Target land's controller gains 1 life but no more if WW is spent dunng controller's upkeep.

AWo W2 Forrel's Mantle If target creature attacks and is not blocked it may deal X + 2damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.

SC [** Mdi WW1 Forrel's Zeglot If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists, EBe, MBe, RKF. 2/2.

SC U *** PFo W2 **Enryelite Priest** 1: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3





Dark Banishing: This one's fun. Does your opponent have a medium or big creature that looks to be your undoing? Good, First, zap that sucker with Essence Vortex, which will kill that bad boy unless your opponent poys its toughness in life. If they pay the fee, say, "Oh, I'm sorry, I meant to cost this!" and nail 'em with a Dark Bon shing, Finish

with, "My mistake. Sorry."

LG

Essence Vortex &

ESSENCE VORTEX

EN (*** DARK BANISHING

FN II •• DSP M Take 2 life if you skip your draw phase. Destroy Fasting if you draw a cord for any reason or when it has been in play for 5 of your upkeeps. MPo W INS C •• DK

Opponent may not declare an attack this turn. Play during opponent's upkeep

INS II no Fire and Brimstone JMe WW3 DX Do 4 damage to target player and do 4 damage to you. Fire and Barastone may not be used unless apponent has declared an attack that him

EN PAF WW1 16 Fortified Area Give all your walls +1/+0 and banding 1G

SVC W Glyph of Life ISIS C . Add to your life points damage done to target wall by attacking reentures.

Great Defender INS U .. MPO W Give target creature +0/+X until end of turn, where X is the creature's costing cost

FN U . SEv W2 LG Great Wall Creatures with plainswalk may be blocked Il eeee Nih Wi IG Greater Realm of Preservation EN

1 Prevent all damage to you from one red source. Grade of Protection: White 1. Prevent all damage to you from one white source Destroy all black creatures in play. Cleansing All land is destroyed. Anyone who wishes to preserve specific lands may do so by scanfixing 1 life per land to be saved.

gy of the Holy Nimbus SC C • DGe W Clergy of the Holy Nimbus SC If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1 1/1 Combat Medic

WT Prevent 1 domoge to a player or creature Artists. EBe, LDa, AMo,SVC. 0/2 secrate Land A.B.U Target land is immune from all effects that would destroy it EN U *** JMy WWZ Conversion All mountains are considered basic plains. Pay WW during upkeep or discord Conversion

Girde of Protection: Red EN C *** MTa WI A.B.U.R.4TH

SOR R *** PFo WW7

SOR R ... PVe WWW

SC C coon Mills W2

DSh W1

ABUR4TH

AQ : Crusade EN R *** MPO WWABURATH All white creatures gain +1/+1

Sets Found

ABJUR 4TH

A,B,U,R,4TH

A,B,U,R

ABUR4TH

16

A.B.U.R.4TH

ABUR 4TH

ABJUR 4TH

LG,4TH

ABUR4TH

EG

LG

DK

LG.4TH

A,B,U,R

1G,4TH

n

ø

LG,4TH

Nome Moal Morale Pearled Unicorn

Description EN U seese RTh WW2 ABUR 4TH Karma Do I point of damage to a player for each swamp he or she has in play during his or her upkeep. pers of the Foith SC Keepers of the Foith (ee DGe WW1 LG 2/3.AN

Kind Ranty Rating Artist Cost

Sets Found

Name

Purelace

Description

King Suleiman SC MPo W1 Suleiman
T; Destroy on Efreet or Diann, 1/1. KFo W3

LG,4TH All apparent's creatures, lands, and artifacts enter play topped. CRu W3 Knights of Thorn Protection from red, banding, 2/2. RAI W FC ĺ •• A.B.U.R

Torget creature gains first strike. EN BSn W LG.4TH Land Tax If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.

EN R *** MTa WW2 LG Lifeblood Take I life whenever appanent tops a mountain SOR R ••• IMe WW

Martyr's Cry Remove all white creatures from the game. Each player must draw a cord for each white creature her or she controlled SC

U *** MOK WW3 Martyrs of Korlis damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn, 1/6.
a Pegasus SC C •••• MBe W1

Mesa Pegasus Flying, bands, 1/1. SC C *** RSp W UK Miracle Worker T: Destroy target enchantment on one of your creatures. 1/1, R *** JMe WW2 EN LG

Non-flying creatures cannot attack. SC [*** DWi WW2 Moorish Cavalry Tromple 3/3. INS (** MPo WW1 DK, 4TH

Give all attacking creatures +1/+1 until end of turn. R *** DSh WW2 Northern Paladin SC ABUR4TH WW, T: Destroy a block cord in play: 3/3.

Multi WW Protection from block. WW: +1/+0 until end of turn. W: First strike until end of turn. Artists: RAF, BWa (two versions). 2/1.

DFr W1 SC 11 . Osai Vultures Flying After a turn in which a creature went to the graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1. . .. CBr W2 SC ABUR 4TH

2/2R *** KBr WWW3 SC Personal Incornation If desired, redirect any or oil damage suffered by Personal Incomption to controller instead. If Personal Incornation is sent to graveyard, its

owner loses half of his or her remaining life (round up the loss). 6/6
u Sphyrix

SC R •• SEV WWW2 Petra Sohvax T. Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it is put into his or her hand; otherwise, it goes to the graveyord. 3/4

MPo W2 AN 4TH INS (** +D/+3 to all defending creatures until end of turn.
men SC (••• DDe Vi DDe W1 DK 4TH Pikemen

Bonding, first strike. 1/1. R *** OHo WW1 SC Preacher I Gain control of an apparient's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped U *** PFo W3

Presence of the Master EN Counter all new anchantments cost whenever Presence of the Moster ıs ın play

| Whiteout & Pit

with a rough 'n'-tough fiver.

Trap: You've got a problem

Give target creature first strike and Rampage. 2 until end of turn. Play before defense is chosen EC U sees DFr W Red Word Target creature gains protection from red.

Remove Enchantments INS C •• 8Sn W Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during apponent's attack, destray all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand, all other enchantments are destroyed. entant Blacksmith SC R ••• D Repentant Blacksmith DIn W1 Protection from red. 1/2. SOR U **** DWi WW2 Resurrection Take a creature from your graveyard and put it directly into play as if rust summoned. INS R **** DWi WW1 Reverse Damage All damage you have taken from any one source is added to, not subtracted from, your life total. INS C ••• JHo WW Reverse Polarity All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally. Righteous Avengers Plainswalk 3/1. 000 HHu W4 INS R ... DSh W Rightenusness Target defending creature gets +7/+7 until end of turn.
ite Healer SC C ••• TWö W) Samite Healer TWo W1 T Prevent 1 damage to any target 1/1. Savannah Lions SC DGe W ΔN 2/1. FC Seeker MPo WW2 Target creature may only be blocked by white or artifact creatures Serra Angel SC U **** DSh WW3 Flying Does not top to attack, 4/4, Shahrazad SOR R . KFo WW Players must suspend game in progress and play a game of Magic with their current libraries. Loser of that game loses half of life points in the original game INS IJ ... DSh W1 Give all your creatures +0/+2 until end of turn. Spirit Link FC U seese KFo W Take 1 life for every point of damage target creature does EN R ... Spiritual Sanctuary Any player controlling plains takes 1 life during his or her upkeep. Squire 5C (• DDe W1 Swords to Plowshares INS I **** JMO W A B 11 R 4TH Remove turget creature from game. Creature's controller gains life points equal to its power SC R *** RAF WW1 Thunder Spirit Flying, first strike. 2/2 Tivadar's Crusade SOR Ü DDe WW1 All Goblins are destroyed SC [49 **Tundra Wolves** QHo First strike 1/1 SC R *** DSh WW3 Veteran Bodyguard damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped, 2/5. ns SOR U •• N NTh W Look at the top 5 cards of any library, then reshuffle it if you so choose. Wall of Caltrops SC (... RSn W1

Kind Rarity Rating Artist Cost

SEv W

INT R ...

Change the color of one card being played or in play to white.

d Fire INS R • JHa W3

16 If Wall of Caltrops blocks a creature with other creatures that are all ralls, Walt of Coltrops gains banding until end of turn. 2/1

Wall of Light 900 RTh W2 Protection from black 1/5 of Swords SC **Wall of Swords** U coop MTe W3 A,B,U,R,4TH Flying, 3/5

War Elephant 50 [*** KBi W3 ΔN Bonds, tromple, 2/2 SC | White Knight DGe WW A,B,U,R,4TH

Protection from black, first strike. 2/2 White Word DFr W E(U *** A,B,U,R,4TH Target creature gains protection from white.

JMy WW2 Witch Hunter SC R **** T Witch Hunter does 1 damage to target player WW1, T: Return target creature opponent controls to awner's hand. Destray enchantments on target creature. 1/1
th of God INS R •••• QHo WW2 ABUR,4TH

Wrath of God Bury all creatures in play



Adventurers' Guildhouse IAN II • TWä All your green legends may band with other legends. BOOK LAN R coo RAI 3, T: Pick one of your creatures and have your opposent pick a creature. Both creatures are tapped and deal damage to one another

Whiteout th firms fore flying WHITEOUT---



PIT TRAP

We've got a solution Knock 'em into a tailspin with Whiteout, then drop 'em into the Pit Trap. And that's that.

/ Restricted/Bonned

ART Artifact EA Enchant Artifact

EC Enchant Creature EE Enchant Enchantment

FL Enchant Land EN Enchantment

FW Enchant World INS Instant

INT Interrupt LAN Lond

SC Summon Creature

(U Cumulative Upkeep



players guide

Manne Kind Ranty Rosing Artist Cost Sets Found
Description

Bayou LAN R •••• JMy ABJU,

T: Add either B or G to your mana pool. Treat as both a Swamp and
a Forest.

Bazoar of Bughdad LAN R → IMe AI

T: Draw 2 cards from your library; immediately discord 3 cards from your hand.

Bottomless Vault LAN R ••• PMo FI
Comes into play topped. You may leave Bottomless Vault topped to
put a storage counter on it. T: Remove any number of storage
counters, adding B for each storage counter removed.

Cathedral of Serra LAN U • MPo LG
All your white legends may band with other legends.

LAN R • MTo AN
T. Add 1 mana of any color. Take 1 damage when City of Brass

City of Shadows LAN R •• FWo DK

T: Remove one of your creatives from the game and put 1 counter to
City of Shadows. T. Add X colorless mana to your mana pool, with X
equaling the number of counters on City of Shadows.
on Island.

Desert LAN C --- JMy AN

1: Add 1. T: Do 1 domage to any ottocking creature after it
deals damage
Diamond Yolley LAN R ---- BSn AN

T: Sacrifice a creature to gain life equal to its toughness.

Dwarven Hold

LAN R ••• PMo FE

Comes into play tapped. You may leave Dwarven Hold tapped to put
a storage counter on it. T: Remove any number of storage counters,

adding R for each storage counter removed.

Dwarven Ruins LAN U • MPo
Comes into play tapped. T: Add R to your mana pool. T: Sacnfice
Dwarven Ruins to odd RR to your mana pool.

Ebon Stronghold LAN U • MPo

Ebon Stronghold LAN U • MPa F
Comes into play tapped. T. Add B to your mana pool. T: Sacnfice
Ebon Stronghold to add BB to your mana pool.
Ebephant Graveyard LAN R ••• RAI A

T: Add 1. T: Regenerate on Elephant or Mammoth.

Forest LAN C — CRU AB,U.R.4TH

T. Add G to your mana pool. Two Alpho versions, three versions in

other sets.

Hammerheim LAN U •••• 8Wa LG
Legendary. T: Add R to your mona pool. T: Remove landwalking from
target creature until end of hum.

Havenwood Battleground LAN U • MPa
Comes into play tapped. T: Add G to your mana pool. T: Sornfice
Havenwood Battleground to add GG to your mana pool.

Hollow Trees

Lan R See PMo FE
Comes into play topped. You may leave Hollow Trees topped to put a
storage counter on it. T: Remove any number of storage counters,
adding 6 for each storage counter removed

 Island
 LAN
 R
 —
 MPo
 AB,U,R,4TH

 T: Add U to your mono pool.
 Island of Wak-Wak
 LAN
 R
 ●●●●● DSh
 AN

Tr Reduce the power of one flying creature to 0 until end of turn.

• Karakas IAN U •••• NLe U

Legendary, T; Add W to your mono pool. Tr Return target legend to

owner's hand, destroying exchantments on target land.

• Library of Alexandria LAN R ••••• MPo

T. Add 1 to your meno pool. T: Draw one card from your library if you have exactly 7 cards in hand.

Mishra's Factory LAN U ••• KFo,PFo AQ,4TH
T. Add 1 to your mana pool or give any Assembly Worker +1/+1
until end of turn. 1: Mishra's Factory becomes Assembly Worker, a
2/2 criffoct creative, until end of turn. Still considered a land as
well Spring fall and winter protines.

well Spring, fall, and winter pictures

*Mishra's Workshop LAN R ••• KFo Al

T. Add 3 to your mona pool This mana may only be used to
ast antifacts

Mountain LAN C — DSh A.B.U.R.4TH,AN T. Add R to your mana pool. Two Alpho versions, three versions in other sets

Mountain Stronghold LAN U • TWö
All your red legends may band with other legends.

Obsis LAN U ••• 65n AN,4TH
T; Negate 1 damage to any creature.

• Pendelhaven LAN U •••• 6Wo LG
Legendary, T; Add G to your mano pool, T; Make target 1/1 creature

Kind Rnity Ration Artist Cost

Sets Found

16

Nome

+1/+2 until end of turn.

LAN C — JMy ABJUR4TH

T. Add W to your morns pool. Two Aloba versions three versions in

T: Add W to your mana pool. Two Alpha versions, three versions in other sets.

Plateau LAN R •••• DTu AB,U,

T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.

Reinbow Vale

T: Add 1 mans of any color to your pool; Rs nhow Vale passes to opponent at end of turn.

Ruins of Trakair LAN U • MPo
Comes into play tapped, T. Add W to your mana pool. T: Sacrifice
Ruins of Trakair to add WW to your mana pool

Safe Haven

LAN R •••• CRu

2, T: Remove target creature you control from game (glay as an interrupt). During upkeep, spriftice Safe Haven to return all creatures that semoved from game to play Treat these creatures as if they were just summoned.

Sand Silos LAN R ••• PMo
Comes into play topped You may leave Sand Silos topped to put o
storage counter on it. T. Remove any number of storage counters,
adding U for each storage counter removed.

adding U for each storage counter removed.

Savannah LAN R **** RAI A.B.U.R

T: Add either W or G to your mono pool. Treat as both a Plains and a Forest.

Scrubland LAN R •••• IMy A,B,U,R

T Add either W or 8 to your mana pool. Treat as both a Plains and a
Swamp.

Seaforer's Quay LAN U • TWd
All your blue legends may band with other legends.

Urborg
 LAN U ••• BWa
 Legendary, T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.

Kind Rarity Rating Artist Cost

Sets Found

swampwalk ability from target creature until end of from Urza's Mine LAN C •• AMa A 1: Add 1 to your masa pool if you have Urza's Mise, Urza's Tower and Urza's Power Plant in play at the same time, tap to odd 2 to your mena pool.

Urza's Power Plant LAN C → MTe
T: Add 1 to your mone pool If you have Urza's Mune, Urza's Tower
and Urza's Power Plant in play at the same time, top to add 2 to
your mane pool.

Urza's Tower

T. Add 1 to your mono pool If you have Urza's Mine, Urza's Tower
and Urza's Power Plant in play at the same time, top to odd 3 to
your mana pool.

Volcanic Island LAN R *** B5n ABJU

T: Add either U or R to your mano pool. Treat as both an Island
and a Mountain.



Adarkar Sentinel

AC U ••• MBe 5

IA

1: +0/+1 until end of furn. 3/3.

Aegis of the Meek

ART R ••• LWi 3

I. T. Give a 1/1 creature +1/+2 until end of furn.

Amulet of Quoz

ART R •• DFr 6

I. T. Sourfike Amulet of Quoz and flip a co'n. If flip ends up in your favor, torget opponent loses the game. Otherwise, you lose the game. You may only use this oblifty during upkeep. Opponent may

onte an additional card to counter this effect.

Arcum's Sleigh ART U ••• TWO I

2. It Torget attacking creature does not tap. You may only use this obtility if defending player controls snow-covered lands.





SERAPH

Arcum's Whistle & Seraph: Your adversory have a neat-taoking small or midsized critter out? Wart until he's tapped out or real low on mana, then toot Arcum's Whistle, inviting the creature to attack. Black with Seraph, and voilá, you've got another mouth to feed (Is that why Seraph's smiling?)

ARCUM'S WHISTLE

Sorrow's Path

I Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tepped, it does 2 damage to you and 2 to each creature you control.

Strip Mine LAN U ***** DGe AQ,4TH
T* Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.

Syyelunite Temple LAN U • MPo Cornes into play tapped. T: Add U to your mann pool. T: Sectifice Syyelunita Temple to edd UU to your mann pool.

Swamp LAN C' — DFr A.B.U.R.4TH

T: Add B to your mono pool. Two Alpho versions, three versions in
other sets.

Taiga LAN R •••• RA! ABULR

T. Add either G ar R to your mana pool. Treat as both a Forest and a
Majuntain

Mountain

Tabemade of Pendrell Vale LAN R ••• NLe

Legendary. All creatures require an upkeap cost of 1 in addition to

other upkeep costs. Destroy or creature if its upkeep is not paid.

*Tolaria LAN U ••• NLa (
Legendary, T: Add U to your mana poul. Touring upkeep, remove

banding ability from target creature until end of furn
fropical Island LAN R *** JMy AB,U,
T: Add either G or U to your mana pool. Treat as both a Forest and
on Island

Tundra LAN R •••• JMy AB,U,R T Add either U ar W to your mana pool. Treat as both an island and a Plains

Underground Sea LAN R •••• RÁI A,B,U;
I* Add either B or U to your mana pool. Treet as both a Swamp and
Unholy Citade! LAN U • MPO L!
All your black legends may band with other legends

Arcum's Weathervane ARF U •• TWä 2 U
2, F: Turn a snow-covered-land into a non-snow-covered land of the same type. 2, T: Turn a non-snow-covered land into a snow-covered land of the same type.

ART U ••• QHa 3

Arcum's Whistle ART U ••• QHo 3
3, I: Target non-wall creature must attack or be destroyed at end of turn. The creature's confroller may counter this effect by paying X, where X is the creature's costing cost. Play during opponent's turn before his or her ottack.

Barbed Sexton)

ART C --- AWe 1

1, T: Socialize Barbed Sextant to add one mono of any color to your mana pool. Draw a card at the beginning of the next turn.

mana pool Draw a card at the beginning of the next turn.

Boten of Marale ART U •• DSh 2 IA

2: Give target creature bonding until each of turn.

Celestiol Sword ART R •• AWe 6 IA

3, T: Give a creature you control +3/+3. Bury that creature at and of turn.

Crown of the Ages ART R •••• DFr 2

4, T: Switch target enchantment from one creature to another. The enchantment's controller does not change.

enchantment's controller does not change

Despoilc Scepter ARF R ••• RTh 1

1: Bury target permanent you own.

Elkin Bottle ART R • QHo 3 IA
3, T- Place the top cord of your l'burry face up in front of you. You
may play that card as though it were in your hand. If you do not play
if by your next upkeep, remove if from the game.

it by your next upkeep, remove it from the game.

Fyndharn Bow ART U → RAI 2

3, T. Give target creature first strike until end of turn,

Goblin Lyre ART R → MKI 3

O' Sacrifice Goblin Lyre and flip a coin. If you win, target appoint takes * damage, where * equals the number of creatures you control. Otherwise, you take * damage, where * is the number of

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ART R ... DF X, T: Put a spell on Ice Cauldron if there are no charge counters on it Put a charge counter on Ice Cauldran. You may cast that spell card as though it were in your hand. T: Remove the charge counter to add mana of the type used to put the counter on Ice Couldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.

lcy Manipulator ART II cocco AWe 4 1, T: Top any land, creature, or artifact

Infinite Hourgloss ART Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hounglass.

ART R DFr 4 2. T. Socrifice to look through target player's library and remove any three cods from the game. Reshuffle that library afterward.

ART R *** DFr Jester's Mask Comes into play topped. 1, T: Socrifice to switch opponent's hand with the same number of cards of your choice from his or her library Reshuffle the library and old hand afterwards.

eled Amulet ART U •••• Dir O IA 1, T: Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge teweled Amplet counter on Jeweled Amulet, T: Remove the charge counter to add 1 mana of the type last used to your mana pool

Lapis Lazuli Talisman ART U •• AWe 2
3: Untap a permanent, Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.

ART U •• CRu 2 Malachite Talisman 3: Untop a permanent. Use this ability only when a green spell is successfully cost and only once for each green spell cost. Nacre Talisman ART II •• MIn 2 3: Untag a permanent. Use this ability only when a white spell is

successfully cost and only once for each white spell cost. ART R ... MTe 5 Maked Singularity CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests

produce B. ART II ... SFv 2 Onyx Talisman 3; Untop a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.

Pentagram of the Ages ART R **** DSh 4 4, T: Prevent all damage done to you from one source.

2. T; Socrifice to bury target non-flying creature that is attacking you.



Dwarven Armory: Dwarven Armory is just an all-around beautiful cord. For two mana, you can sacrifice a land during your upkeep to put a permanent +2/+2 counter on a target creature. Early in a game, socrificing a land might be a pain, but later on, you'le probably have plenty of mana to spare, and who doesn't want stronger creatures? Just remember that the ability has to be used during your upkeep.

ART R sees PFs 3 Comes into play tapped, X, T. Socrifice to make X creatures with power no greater than 2 unblockable this turn

Shield of the Ages APT II ooon AMn 7 2: Prevent 1 damage to you U ooo BWo 4 Skull Catenuli

Home Description

1, T: Socrifice a creature to do 2 damage to any target. Snow Fortress R eeee IMe S Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying creature that is attacking you.

Soldevi Golem AC R man Does not untap during your untap phase O: Untap one of opponent's creatures to untap Solderi Golem. Use this ability only at the end of your upkeep. 5/3.

Soldevi Simulacrum AT II oos CU: 1. 1: +1/+0 until end of turn, 2/4.

Staff of the Ages ART R •• DGe 3
Creatures with landwalk obility may be blocked as a they did not have that ability.

ART II on 2. Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn. ART R oos AWe 4 Time Somb

Put a time counter on Time Bomb during your upkeep. 1, T: Socifice Time Bomb to have it deal * damage to each creature and player. where * equals the number of time counters on Time Bomb. Urza's Bauble

a's Bauble ART U •• CRu O II

T. Sacrifice Urza's Bauble to look at a random cond from opponent's hand. Draw a card at the beginning of the next turn. ing Arcanix ART R RGa 4

T: Make target player name a card and turn over the top card of his or her library. If the player's guess matches the card, it is placed in his or her hand. Otherwise, it is put in the graveyard and that player takes 2 damage.

Vibrating Sphere ART R •• RTh 4 Dunng your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.

Walking Wall U eeee AWa 4 Counts as wall, 3 Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6. Wall cannot attack the turns it comes under your control.

Wall of Shields ΑĊ 11 44 RGn 3 Counts as well. Banding, 0/4.
Chariet ARI U **Wor Chariot** DWi 3 3, T: Give target creature trample until end of turn.

Wholebone Glider ART U ••• AWe 2 18 2. T: Give one of your creatures with power no greater than 3 flying until end of turn.

ART II ween SEv O O: Socrifice a land to gain 2 life.

BLACK

U •• RTp B82 Abyssal Specter CC. Flying. Opponent damaged by Abyssal Specter must discord a card of his or her choice. 2/3.

SC U →→→ RSp B3 Ashen Ghoul Ashen Ghoul can attack the same turn it comes into play, B: Return Ashen Ghoul to play under your control if there are at least three creatures above it in your graveyord, 3/1, Brine Shaman SC

[800 C8r 81 T: Socrifice a creature to give a creature +2/+2 until end of turn. UU1: Socrifice a creature to counter a summon spell. 1/1. **Burnt Offering** INT C ... DGe 8 Sacrifice a creature to add to your mana pool any combination of

block and red mana equal to that creature's casting cost. Cloak of Confusion EC (** If target creature you control attacks and is not blocked, you may have it deal no damage this turn. If you do so, defending player must discard a cord at random from his or her hand.

te of the Deod EC U \Longrightarrow RGa B1 Bring a creature from any graveyard into play on your side trapped and with +1/+1. Creature does not untap dunng its controller's Dance of the Dead untop phase. Its controller may pay 1B to untop it Banishing INS () DTu B2

Dark Bonishing Bury target creature. Cannot target block creatures. Dark Ritual INT (**** JHa B ABUR4th,IA Add BBB to your mano pool.

Demonic Consultation INS If ee Name a card and remove the top six cards of your library from the game. If the next card is the one you named, add it to your hand, if not, remove it from the game and continue doing this until the named card appears.

Dread Wight R +00 DGe RR3 At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and top it. If the creature has a paralyzation counter, it does not unten during unten phase. The creature's controller may pay 4 to remove a paralyzation counter at any time. 3/4,

Orift of the Dead 32 U eee BSn B3 Counts as wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. C •••• REm BB A.B.U.R.4th,IA

Only black or artifact creatures may block target creature Flow of Maggets SC R •••• RSp BZ
CU: 1. May not be blocked by non-wall creatures. 2/2. Foul Familiar SC AMo R2 Foul Familiar may not block, B: Socrifice 1 life to return Foul Familiar to its owner's hand, 3/1. SC BSn BR1 Gangrenous Zombies SC C ••• 8Sn 8B1
T: Sparifice to deal 1 damage to each creature and player.

Gangrenous Zombies deals 2 damage if you control any snow-covered swamps. 2/2. SOP C *** AMa R1

Gaze of Pain For each creature you control that attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target INS R - DTu B Gravebind

Target creature may not regenerate this turn. Draw a card at the beginning of the next turn. FN

R coos Nth BB1 Hecatomb Sacrifice four creatures when Kecatomb comes into play, O: Top a swamp you control to have Hecatomb deal 1 damage to any target. RTh B3

r Shode
B: +1/+1 unfil end of turn. 1/2.
INS C •••• MPo BX A,B,U,R,4th,IA How! from Beyond Target creature gains +X/+0 until end of turn.
lapterous Lemure SC U •••• RTh Hydlopterous Lemura

0: Gains flying and -1/-0 until end of turn. 4/3 RKE RRI SAR II eee 1A Destroy a land. If it is a snow-covered land, Icequake does 1 damage to the land's controller

EN R •• PFo BB2 Infernal Darkness CU: B and 1 life. All mana-producing lands produce B instead of their normal mono

SC R ·· DTu B7 Infernal Denizen During your upkeep, you must socifice two swamps or Infernal Denizen becomes tapped, and target apponent may gain control of a creature you control of his or her choice. I: Goin control of target creature. 5/7.

SC C *** MBe B Kieldoron Dead You must socrifice a creature when Kieldoran Dead comes into play. B. Regenerate, 3/1.
Knights of Stromgald

SC U *** MPo BB Protection from white, BB: +1/+0 until end of turn, B: First strike

until end of turn. 2/1.
rikan Elementalist SC U - DSh BB IA
2R: Give a creature + 1/+0 until end of turn. UU: Give a creature you Krovikon Elementalist control flying until end of turn. Bury that creature at the end of the

Krovikan Felish EC (** Target creature gets +1/+1 Draw a cord at the beginning of the

SC | 000 OHo BR3 Krovikan Vamoira If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature Krovikan Vampire leaves playor your control 3/3. AMn BB1

Legions of Lim-Dûl Snow-covered swampwalk. 2/3 Leshroc's Rite FC | 000 Rib R Give target creature swampwalk

| 0000 DTo BB Leshroc's Sigil BB. Whenever an opponent successfully casts a green spell, look at that player's hand and discord a cord from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.

DSh RR1 Lim-Dûl's Cohort Creatures blocking or blocked by Lim-DOI's Cohort cannot regenerate this turn. 2/3.

1) *** [Da 8] Lim-Dül's Hex During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself. SOR C • MTe B2

Target player must discard a cord from his or her hand. Draw a cord of the beginning of the next turn. SOR U ••• LDa B3X Mind Worp

Look at a player's hand and discord X cards of your choice from that hand Mind Whip

During target creature's controller's upkeep, Mind Whip does 2 demage to that player if he or she does not pay 3. That creature is topped if Mind Whip deals damage in this way Minion of Leshroc

Protection from black During your upkeep, sacrifice a creature or Minion of Leshroc does 5 domage to you and becomes topped. T: Destroy target creature at land, 5/5

Minion of Tevesh Szat SC R ••••• IBa 8884
Pay 88 duning upkeep of take 2 damage. T. Give target creature 3/-2 until end of turn. 4/4 U **** DGe B2

Mole Worms T: Top a land. As long as Mole Worms remain topped, that land does not untap normally during its controller's untap phase. You may choose not to untop Mole Worms. 1/1 Moor Fiend

SC Summon Creature

CU Cumulative Upkeep



Sets Found Kind Ranty Rating Artist Cost Description

Swampwalk, 3/3. ropotence EN R - MTe BBB JA Skip your draw phase. O: Sacrifice 1 life to set aside the top card of your library. Add that card to your hand at the beginning of your next Necropotence discard phase.

(eeee MRa B3 T: Untop a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. Play during apponent's turn before his or her attack, 1/1, h of Lim-Dûl EN R

Outh of Lim-Dül OSh B3 For each point of damage you take or life you lose, socrifice one of your permanents or discard a cord from your hand. BB: Draw a cord. Pestilence Rots

ence Rats SC C •• JMe B2
equals the number of other Rats in play. °/3.
SOR R ••• CBr BBB Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand, then they must socrifice 1/3 of their creatures; finally they must socrifice 1/3 of their lands. Round each loss up.

Seizures EC (*** IBo B) When target creature becomes topped, that creature's controller must pay 3 or Seizures does 3 damage to him or her. PVa B Songs of the Damned JĀ

Add B to your mana pool for every creature in your graveyard. 18 SOR C *** RAI B2 Do 1 damage to any target for each B or R spent above the casting cost. Gain 1 life for each B spent in this way. You cannot gain more life from a creature than its current toughness and you cannot gain more life from a player than his or her total life.

C *** NLe B2 EC B: Sacrifice 1 life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn. INT R *** QHo B2 ľA

Spoils of Evil Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyord. SOR R *** PVe BX Spoils of War

Put X+1/+1 counter on any number of creatures, distributed any way you choose X is equal to the number of creatures and artifacts in turget opponent's graveyord.

SOR U *** MTe BB2 Destroy all plains. Each player takes 1 damage for each plains he or she loses this way. Each player may pay 2 for each 1 damage he or she wishes to prevent.

Socifice 1 life to counter a white spell. 2/2. SC R *** AMO BB1 Stromgald Cabal Touch of Death Touch of Death does 1 damage to any player and gives you 1 life.

Draw a card at the beginning of the next turn. EN U *** Niti BB1 B: Do 1 damage to each creature and all players. You may not spend more B than the number of snow-covered swamps you control Destroy Withering Wisps if there are no creatures in play at end of turn

Arnilot's Ascent hto min 000 CU; U, 1; Target creature gains flying until end of turn Balduvian Conjurer 1; Turn a snow-covered land into a 2/2 creature until end of turn.

Balduvian Shaman QHo U T: Change the text of a white exchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: 1, 1/1

Binding Grosp EC U 0000 Rio U3 Pay 10 during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.

INS C *** CRU U Draw three cards, then put any two cards from your hand on top of your library in any order

EN U ••• PFo UU2 Breath of Dreams CU: U. Green creatures require an additional CU: 1. [000 KMe U Clairvoyance INS Look at target player's hand. Draw a cord at the beginning of the

next fum. Counterspell C coco LWi UU A,B,U,R,4th,IA Counter torget spell

Deflection INT R **** MRo U3 Target spell with one target now targets a legal target of your choice Dreams of the Dead EN U ••• HHu U3 U1: Put a white or black creature from your graveyord into play as though it were just summoned. That creature now has an additional

CU. 2 If the creature leaves play, remove it from the game. Enervote Top target creature, land, or artifact. Draw a cord at the beginning of the next turn.

Decement

Kind Ranty Roting Artist Cost

EC HAtr 112 (. Front Minion During target creature's controller's upkeep, Errant Minion deals 2 domage to him or her. He or she may pay I for each damage he or she wishes to prevent from Erront Minion.

Essence Flore FF C see RKE H Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.

Force Voic INT U . MTe IJ2 Counter target spell unless its caster spends 1 extra colorless mana. Draw a card at the beginning of the next turn ial Wall SC U IA

DW6 U2 Glocial Wall INT (*** KEn Li

Counter a red spell being cost or destroy a red permonent. Ice Berg | 000 JMe UUX Put X ice counters on Iceberg when it comes into play, 3: Put an ice counter on Iceberg. O: Remove an ice counter to add one colorless mona la your mana pool.

EN R *** AMo UU Place target creature out of play. During your upkeep, destroy key Prison. Any player may pay 3 to prevent this.

Sets Found Kind Rordy Roting Artist Cost Sets Found Nume Description Polar Kraken SC P nee ATe IIIII8

Trample, CU: Sacrifice a land, Comes into play tapped, 11/11. SOR [•• Portent ШaÜ You may look at the top three cards of one player's library. Either shuffle that library or put the three cards back on top of the library in ony order. Draw a cord at the beginning of the next turn.

INT C --- MPo UX A,B,U,R,4th,tA Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is pood.

INS C ---- HMc U3 Ray of Command Untop target creature controlled by apparent and take control of it until end of turn. You can use that creature to attack or use abilihes that require tapping.

INS C --Ray of Erasure MRn 11 Target player must take the top card of his or her library and place it in his or her graveyard. Draw a cord at the beginning of the next turn. EN R *** JE UUU

CV: 1UU. Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.

Spirit SC U ••• RA U4 Spirit
U: +1/+0 until end of turn, 2/3.
SC R ••• RTh U4 Sea Soirit

During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.





SHYFT

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Phantasmal Mount & Shyft: The Phontosmel Mount can tap to give any creature with toughness less than three flying and +1/+1until the end of turn. The Shyft is a monstrous 4/2 critter (that can change its color every upkeep!). When you combine them, you got the best horse and buggy combothis side of Roy and Trigger.

PHANTASMAL MOUNT

tHa U3

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Illusionary Forces Flying. Ctf. U 4/4. SC R ... KFo UUI Illusionary Presence CU U During your upkeep, Illusionary Presence gets the landwalk

ability of your choice until next turn. 2/2. Illusionary Terrain CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.
Illusionary Wall SC MPn 114

Flying, first strike. CU; U. 7/4. Illusions of Grandeur EN R ••• OHo U3
CU: 2. Gom 20 life when illusions of Grandeur comes into play. If Husions of Grandeur leaves play, you must socrifice 20 life.

Infuse Untop target creature, land, or artifact. Draw a card at the beginning of the next turn.

SC (*** PMo 1/2 Krovikan Sørcerer I Discard a cord from your hand and draw a cord. If you discarded a black cord, draw two cords instead, keeping one and discarding the other 1/1

Magus of the Unseen SC R oomee KEn 111 U1, 7: Untop one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require topping to activate, 1/1

Mesmeric Trance ooo DF: UUT CU: 1. U: Discard a card from your hand to draw a cord. Mistfolk ako uu SC (000

U: Counter any spell that targets Mistfolk, 1/2. DTu U2 SC R man CU: 1. T: Put a music counter on target creature. Duning that creature's controller's upkeep, he or she pays 1 for each music counter, or the creature is destroyed. 1/1

Nte U Mystic Might FL R . CV. U1. O: Top land Mystic Might enchants to give a creature +2/+2 until end of turn

EN (•• KMe U Mystic Remora CU: 1 You may draw a card whenever target apponent successfully casis a non-creature spell. That player may pay 4 to counter

Phantesmal Mount SC U www MBe U1 Flying. T: Target creature you cantrol, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, busy the other 1/1

Sibilant Spirit R moon RSp US Flying. When Sibilant Spirit attacks, defending player may draw a cord. 5/6. Silver Erne SC II *** MBe II3

Flying, trample. 2/2. INT U **** NLe U A,B,U,R,4th,IA Sleight of Mind Change the text of a card being played or in play by switching one

color word with another. EC (*** KMe U1 Snow Davil Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking

Snowfall FŇ PFo U2 [99 CU: U. Islands may produce an addition U when tapped for mana. Snow-covered islands may produce either an additional UU or on additional U when topped for mano. This mana is usable only for cumulative upkeep.

Soldevi Machinist SC [] ** JMe U1 T. Add 2 colorless mana to your mana pool. Use this mana for artifact octivation costs only. 1/1. U · HMc U2 Soul Barrier ΙÁ EN

Target apponent takes 2 damage whenever he or she casts a summon spell. That player may pay 2 to prevent this domage. nder Wall SC U ••• RTh UUT Thunder Wall Flying, U: +1/+1 until end of turn. 0/2.

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1W6 111 INS U ... Give target creature flying until end of turn. Draw a cord at the beginning of the next turn.

SE | 000 KFo 114 Wind Spirit Flying. Wind Spirit connet be blocked by less than two creatures.

Winter's Chill INS R ... EBe UX Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat

Word of Undoing INS (ween (Ru II Return target creature to the hand of its owner Any white enchantments you own on that creature go to your hand.

Wrath of Marit Lage EN R *** MRo UU3 Top all red creatures when Wroth of Mant Lage comes into play Red creatures do not untap during their controller's untap phase. Zur's Weirding EN R *** LDa U3

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Description

All players play with cards in hand face up. Whenever a player draws

a cord, any other player may sacrifice 2 life to force the drawing player to discard that card.

C *** DSh U1 Zuran Enchanter SC B2, T. Opponent must discard 1 cord of his or her choice. Can only be used during your turn. 1/1.
an Spellcaster SC C •••• EBe U2

Zuran Spellcaster T: Do 1 damage to any target. 1/1.

GREEN

SC C *** KMe G3 Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn, 2/3.

Balduvian Bears SC C *** QHo 61 2/2.

Blizzord R 00 AMa GG CU: 2. You cannot cast Blizzard if you do not control any snow covered lands. Flying creatures do not untap. C *** DGe G

G1, T: Counter an artifact ability that requires an activation cost. 1/1. b Toad SC C ↔ DGe G2 Gains +2/+2 until end of turn when blocked or blocking. 1/1. Chub Toud SC C ••• RSp G2 Dire Wolves ΙĀ

Gains banding if you control any plains. 2/2.

hlore EL C •••• DTu G

O: Top target land to give target blocking creature +1/+2 until end of him.

Elder Droid SC R evene RKF 63 63, T; Top or untap one creature, land, or artifact. 2/2.

Essence Filter SOR C •••• REm GG1
Destroy all enchantments or destroy all enchantments that are not white. Fanatical Fever INS U --- JBa GG2

Give a creature +3/+0 and trample until end of turn. Folk of the Pines SC C ••• Multi G4 G1: +1/+0 until end of turn. 2/5. Artists: Nift & CBu Fyndhorn Pollen EN R -- PFo G2 CU; 1. All creatures get -1/-0. G1; All creatures get -1/-1 until end Giant Growth INS C •••• LWi G A,B,U,R,4th,IA

Target creature gains +3/+3 until end of turn.

lla Pack SC C AWD G2

Cannot attack unless apponent has forests in play, Bury Gorilla Pack immediately if you control no forests, 3/3.

Springs EL R *** NLe G1 O: Top land Hot Springs enchants to prevent 1 damage to any target.

SOR U *** (Br GX A,B,U,R,4th,tA Do X damage to all flying creatures and players. Johtell Wurm

John Wurm gets -2/-1 for each creature assigned to block it beyond Juniper Order Druid SC (••• JMa G2

T: Untap a land of your choice at the speed of an interrupt. 1/1. Lhurgoyf SC R **** PVe GG2 equals the total number of creatures in all graveyards. */*+1.

EN U •••• PFo GG1 A,B,U,R,4th,IA All creatures that can block target creature must do so, dening Wind EC U ••• DWi G2 Maddening Wind

CU; G. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.

Nature's Lore Search your library for one forest and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterwards.

Pale Bears AWo G2 Islandwolk, 2/2.

Pygmy Allosaurus AMo G2 Swampwalk, 2/2. SC (.

FBa G2 Draw a cord at the beginning of the next turn, 1/1. Regeneration Eζ C ••• JHa G1 A,B,U,R,4th,IA

G: Target creature regenerates.





Stromgald Cabal & Sleight of Mind: A crea-

ture that taps and stings you for a point to counter a white spell? Yeah ... that's pretty amazing. Watch your apponent weep when you Sleight of Mind that bod boy to the color she's relying upon.

STROMGALD CABAL

SLEIGHT OF MIND

Forbidden Lore EL R eee (Ru G2 0: Top land enchanted by Forbidden Loze to give target creature +2/+1 until end of furn.

Forgotten Lore SOR U *** HMC G Have an opponent choose a card from your graveyord. You may pay G to have the apparent choose another card that he or she has not already chosen. Put the last card chosen into your hand.

INS C . MOK G2 Untop target attacking creature. Creature neither deals not receives damage during combat this turn. Draw a cord at the beginning of the next tum.

Freyalise Supplicant SC U •• Multi G1 T: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1.
Artists. LDa & DSh

Frayalise's Charm EN U *** yalise's Charm

EN U ••• MUK UU

GG. Draw a card when any opponent successfully casts a black spell.

GG. Reham Freyalise's Charm to your hand,
yalise's Winds

EN R ••• MTe GG2

Put a wind counter on any parmanent whenever it becomes tapped MOX GG

Freyalise's Winds Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents, Whom Brownie SC (*

Fyndhom Brownie (*** RTh G2 62, T. Untop a creature, 1/1, Fyndhorn Elder U **** (Ru 62 SC

Jhorn Euros

T: Add GG to your mano pool, 1/1.

Ahorn Elves

SC (•••• JHa 6 Fyndhorn Elves T. Add G to your mano pool. 1/1.

Rime Dryod SC [000 HHu G Snow-covered forestwalk, 1/2. Ritual of Subdual EN R *** JHo GG4

CU: 2. All mano-producing lands produce colorless mana instead of their normal mana. Scaled Wurm SC -{ *** DGe G7 LA

Shambling Strider SC C
GR: +1/-1 until end of turn. 5/5
EC R
• 7/6. DSh GG4

vblind EC R ● DSh G3 Torget creature gets -*/-*. * equals the number of snow-covered lands the defender controls when the creature attacks. Otherwise, equals the number of snow-covered lands the creature's controller

owns. Creature's toughness cannot be reduced below 1 this way INS R **** IMe GG1 Stompede All attacking creatures get trample and +1/+0 until end of turn.
sted Growth SOR R •••• Nth GG3 Stunted Growth

them on top of his library in any order Tarpan

You gain 1 life if Tarpon goes to the graveyard from play, 1/1, makarst SOR U --- KMe GG1 Thermokarst Destroy target land. You gain 1 life if that land is snow-covered. Thoughtleech U *** MTa GG EŇ

Sacrifice Tinder Wall to odd RR to your mana pool. R; Sacrifice Tinder Wall to do 2 damage to target creature it blocks. 0/3.

Target player must choose three cards from his or her hand and put ŚC MOK G IA Gain 1 life whenever target apponent taps an island Tinder Woll C **** REm G

Touch of Vitae INS U *** EWI G2 Target creature may untap on additional time this turn. That creature may attack or use abilities requiring the I symbol this turn. Draw a card at the beginning of the next turn.

Traiblazer IBo GG2 INS R ... Target creature may not be blocked this turn. **Venemous Breath** ENS **∥** ••• EWi G3 All creatures blocking or being blocked by target creature are

destroyed after combat. U ••• BSn G3 Wall of Pine Needles G: Regenerate, 3/3.

Whiteout INS U 0000 Nth G1 All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to vous hond

SC R *** MBe GGG3 Put six +1/+1 counters on Wiitigo when it comes into play. During your upkeep, put a +1/+1 counter on Willingo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 rounter from Wilhgo. 0/0.

C --- MRa G A,B,U,R,4th,IA Wild Growth ΈL Whenever target land is tapped for mana, Wild Growth provides an extro G.

Woolly Mammoths SC C ••• DFr GG1 Gains trample if you control any snow-covered lands. 3/2. SC Woolly Spider C sees DGe GG1

itly Spater

Doesn't fly, but can block flying creatures. Woodly Spater gets

+0/+2 until end of turn if it blocks a flying creature. 2/3.

imava Gnats

SC U •••• DF: 62 Yavimaya Gnats

Flying, G. Regenerate, 0/1.

ULTICOLORED

SOR R *** MBe GW Alter of Bone Socrifice a creature to choose one creature cord from your library and add it to your hand. Reshuffle your library afterwards

taur Archer SC U ••• MBe T: Deal 1 damage to target flying creature. 3/2 promotic Armor EC R •••• MPo U ••• MBe GR1 Centour Archer R *** MPo UWT Chromatic Armor Put a sleight counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is

reduced to 0. X: Put a sleight counter on Chromatic Armor and change the color that it protects against, X equals the number of sleight counters on Chromatic Armor. balic Vision SOR U *** AWa BU

Look at the top five cards of your library and put one in your hand Diabolic Vision

Put the other four on top of your library in any order. hlink EN R •• RKF BGR3
Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into the graveyord from play, that creature's controller must socrifice a land

EN R *** AWa BUR **Elemental Augury** 3: Look at the top three cards of any player's library and put them book in any order.

INS II ... MOK BUT Essence Vortex Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness. M8e GRW

Fiery Justice Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.

Covenant INS U •••• DFr BR1 Fire Covenant deals X damage, divided any way you choose among Fire Covenant any number of target creatures, where X is equal to the amount of life you socrifice.

Flooded Woodlands EN KFo BU2 No green creature can attack unless its controller sacrifices a land when that creature attacks. II eeee DTu BR3

SOR Fumarole Socifice 3 life to destroy a land and a creature R **** RGG BR ÉN

Ghostly Flome Black and red permanents and spells are considered colorless sources of domoge

Giant Trap Door Spider SC U acc HHu GR7 GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3

EN R *** MTe UW2 Glaciers All mountains become plans. SOR U **** RKF GW3

Hymn of Rebirth Take a creature from any graveyord and put it directly into play under your control as if it were just summoned.

Arean Frastbeast SC U •••• MPo GW3

Kjeldoran Frostbeast Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed Any creature blucking of end of combat. 2/4. HHo BUW Merieke Ri Berit

Merieke does not untap during its controller's untap phase T Gain Menicke does not interpretate. If Mericke Ri Bent leaves play, leaves your control, or becomes untropped, that creature is buried. 1/1

Monsoon If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped. R *** MBe BR2 Mountain Titan

Restricted/Boarned AC Artifact Creature

ART Artifact EA Enchant Artifoct

FC Enchant Creature **EE Enchant Enchantment**

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A

EL Enchant Innd **EN Enchantment** EW Enchant World

INT Interrup! LAN Lond

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SC Summon Creature SOR Sorcery

CU Cumulative Upikeep

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layer 5

Kind Ravity Rating Artist Cost Sets Form Description RR1: For the rest of the turn, put a +1/+1 counter on Mountain

Titan whenever you successfully cast a black spell, 2/2. EN R *** DWI GWZ No black creature may attack unless its controller socrifice a land when that creature attacks.

R **** Multi BU3 Skeleton Ship SE Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3. Artists: AWe & TWo

EC B *** WOK UW! Target creature gains +0/+2 and it cannot be the target of further spells.

SC R *** PVe UGW3 IA Storm Spirit Flying, T: Do 2 damage to target creature, 3/3. EN R ••• Multi GR1 Starmhiad 2: Discard a card at random from your hand to do 2 damage to

any target, Artists: Nth & PMa gs of Aesthir EC U ••••• EBe U Give target creature flying, first strike, and +1/+0. U seess EBe UW

RED EC U *** REm R2 Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack. SOR U **** PFo RR2 M Destroy all white permanents SOR U --- BSn RR2X IA Destroy X snow-covered lands. ΙÁ SC (** MPo RRI Balduvian Barbarians

Balduvion Hydra SC MBe RRX Put X +1/+0 counters on Bolduvian Hydra when it comes into play. D. Remove a +1/+0 counter to prevent 1 damage to Bolduvian Hydra. RRR: Put a +1/+0 counter on Balduvian Hydra during your unkeen 0/1.

Barbarian Guides R2, T: Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn, 1/2.

Battle Frenzy INS C ••• BSn R2 18 All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.

SC AMo RR2 Bone Shaman [00 B: Creatures domaged by Bone Shamon this turn connot regenerate.

Brand of Ill Omen EC R *** RAJ R3 CU: R. Target creature's controller may not cast summon spells. BSn RRR4 Choos Lord SE R ...

First strike. Choos Lord can attack the first time it comes into play on a side, but not the first time it comes into play. Count the number of permonents during your upkeep. If it is even, target opponent gains control of Chaos Lord. 7/7.
os Moon EN

R coco BTu R3 Chaos Moon Count the number of permanents during each upkeep, if it is odd, all red creatures gain +1/+1 and all mountains produce an additional R when tapped for mono. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.

Il eeces RGm RR3 FL Take control of target land. Curse of Morit Lage R *** AWe RR3

Tap all islands when Curse of Marit Lage comes into play. Islands do. not untop during their controller's untop phase. Dwarven Armory EN R *** RTh RR2

2. Socrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep

Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks

SC JHo R4 R: +1/+0 until end of turn. 2/3INS 6.00 DTu R2 Flare does 1 damage to any target. Draw a cord at the beginning of

the next turn Game of Chans SOR R coo Did RRR Choose target player and flip a corn if you win, you gain 1 life and flot apponent takes 1 damage Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue The stakes double each round

Glatial Crevasses FN P +== MRn R7 O: Sprifice a snow-covered mountain to have no creatures deal damage in combat this turn Goblin Mutant [] ee DGe RR2

Trample, Goblin Mutant cannot ottack if apponent controls on

untapped creature with power greater than 2, Goblin Mutant cannot

Kind Rarity Rating Artist Cast

Sets Found

block a creature of power greater than 2, 5/3. [+++ JMe R1 Goblin Sappers RR, T: Target creature you control cannot be blocked this turn. That creature and Goblin Sappers are destroyed after combat. RRRR, T: Target creature you control cannot be blocked this turn. That creature is destroyed after combat. 1/1. in Ski Patrol SC C •

MPo R1 R1: Gains flying and +2/+0. You may only use this ability once and only if you control snow-covered mountains. Bury Goblin Ski Patrol of end of turn an which this ability is used, 1/1.

Description Orcish Librarian SC R eeee Pfo R1 R. T: Take the top eight cards of your library and randomly remove

four from the game. Put the remaining four in any order on top of your library. 1/1. SC C **** DFr R Orcish Lumberjack

Kind Rarity Rating Artist Cost

Sets Found

T: Socrifice a forest to odd three mana to your mana pool. This mana can be any combination of green and red mano. 1/1.

Orcish Squatters R noon RKF If Orcish Squatters attacks and is not blocked, you may gain control of a land controlled by the defending player. If you do so, Orcish



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Caribou Range & Hecatomb: Ah, poor Caribou. These creatures are destined for socrifice one way or another, he it as hopeless blockers, a quick one-life fix, or to pave the way for Hecotomb (Three mong and four socrificed creatures to bring it into play? That's rough.) Canbou Range is the Magic card most in need of Stuart Smalley's services.

CARIBOU RANGE

HECATOMB

DGe R3 SC U ... Goblin Snowman neither receives nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks, 1/t.

Grizzled Wolverine CBr RR1 R; +2/+0 until end of turn. You may only use this ability when a creature blocks Grizzled Wolvenne and only once each turn. 2/2.

Imposing Visage FC PFo R Target creature cannot be blocked by less than 2 creatures. INS (*** MPo R1 Incinerale

Do 3 damage to any target. Creatures damaged by incinerate may not regenerate. SOR R **** RTh RR4 Jakulhauo:

Bury all artifacts, creatures, and lands. SC U www DGe R6 Karplusan Giant O: Top a snow-covered land you cantrol to give Karplusan Giant +1/+1 until end of turn. 3/3.

R Karalusan Yeti SC T: Karplusan Yeti does damage equal to its power to target creature. Target creature does damage equal to its power to Karplusan Yeti.

SOR C *** TWo RX Love Rust Do X damage to any target If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature. irton Stromgald R *** MPo RRZ

If Marton Stromgald attacks, all other attacking creatures gain +*/+" until end of turn, where " equals the number of other attacking creatures. If Marton blocks, all other blocking creatures gain +"/+" until end of turn. 1/1.

ee INS U ---- DWi R4
Cast on your turn during combat, but before defense is chosen. Choose how your attacking creatures are blocked. After declaring blockers, untap any unblocked attacking creature. Treat those creatures as if they had not attacked.

Melting EN U . RGa R3 All snow-covered lands turn into non-snow-covered lands of the parmi type

SOR (*** REm RXX Meteor Shower does X+1 domage divided any way you choose to any number of targets. Mauntain Goat SC

[*** (Br P Mountainwalk, 1/1. EM R ... RSn R7 Non-flying creatures do not untap unless their controller pays 2 for each creature he at she wishes to untop

Orcish Connoncers SC || 11 000 DEr RRI lA Does 2 damage to any target and 3 damage to you. 1/3
Conscripts SC C • BSh R Orcish Conscripts lά Connot attack unless at least two other creatures attack. Connot block unless at least two other creatures block 2/2

SC (*** BFr Occish Former Turn target land into a swamp until its controller's next untap phose 2/2

Orcish Healer SC || eee OHo RR RR, T. Torget creature may not regenerate this turn. RBB, T. Regenerate target black or green creature RGG, T Regenerate target black or green creature 1/1

Squatters deal no damage this turn. 2/3. Panic INS C ... MYI R Target creature may not block this turn. Draw a card at the beginning of the next turn, INT C *** KFO R Pyroblast Counter target blue spell or destroy target blue permanent. IÁ Pyroclosm SOR II week PMo R1 Do 2 damage to each creature. Sabretoath Tiger { *** MBe R2 First strike, 2/1

INS Shutter C *** BWo R1 A,B,U,R,4th,IA Destroy target artifact.

Stone Roin SOR (*** KFo R2 A.B.U.R.4th.IA Destroy any one land. Stone Spirit 11 000 IMa R4

Stone Spirit cannot be blocked by flying creatures, 4/3. Stonehands EC DFr R2 Target creature gains +0/+2. R: Gains +1/+0 until end of turn.
Giant SC C •• OSh R3 Tor Giant

3/3. Total War R *** DTu R3 Whenever any player declares on attack, destroy all untagged non wall creatures that don't attack. Creatures that the player did not control at the beginning of the turn are not affected by Total War.

Vertigo INS U TO NOTE IN NOTE

lA

18

Wall of Lava SC U ... PVe RR1 R: +1/+1 until end of turn. 1/3. Word of Blasting [] eee

INS KMe R1 Bury target wall. Word of Blasting does X damage to the woll's controller, where X equals the casting cost of the wall.

(eee QHo WW1 Adarkar Unicarn SC T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2. MPo WI [00 Arctic Foxes SE

If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1, 1/1. EN NIe W2 Arenson's Auro

W. Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an exchantment as it is being cast. AMn W Armor of Faith

or of Faith EC C •••
Target creature gains +1/+1. W: +0/+1 Battle Cry INS U ... DSh W2 Untop all your white creatures. All creatures that block this turn get

+0/+1 until end of turn. Black Scarab II see KFo W FF Target creature gets +2/+2 as long as any other player has any

black cards. Target creature connot be blocked by black creatures. Blessed Wine INS E . KFO WI Gain 1 life. Draw a cord at the beginning of the next turn, Blinking Spirit P see

0: Blacking Sport returns to its owner's hand, 2/2 Blue Scarab EC U *** AWe W Target creature gets +2/+2 as long as any other player has any blue

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cards. Target creature cannot be blocked by blue creatures. to Arms EN R **** RGa W1 Call to Arms Choose a color. As long as target apparent controls more cards of

that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that apparent does not control more cards of that color than any other color.

bou Range EL R •••• RTp WW2 IA

WW: Tap land Canibou Range enchants to put a Canibou token into
play. Treat this token as a 0/1 white creature. 0. Socrifice a Caribou Caribau Range token to gain 1 life.

Circle of Protection: Black EN (*** SEV WI A.B.U.R.4th, IA

1: Prevent all damage to you from one block source.

Grade of Protection: Blue EN C >>> PVe W1 A,B,U,R,4th,IA 1: Prevent all damage to you from one blue source.

EN IJ **** RTp WW2 lustica 18 Pay WW duning your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.

Kelsinko Ronger SC C • W1: One green creature gains first strike until end of turn. 1/1. doran Elite Guard SC U ••• MBe W3 Kjeldoran Elite Guard T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite

Guard if that creature leaves play this turn, 2/2. doran Guard SC C → AWo W1 Kieldoran Guard T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snaw-covered

Gaze of Pain &

Krovikan Vampire: Cast

Krovikan Vampire and what-

ever other critters you deem

combine the damage to take

control of the biggest critter

your opponent has, (Nail your

fit, send 'em in, and pow,

the Gaze of Pain on your

Warning 210 . . PMn W Target attacking creature does no damage in combat this turn. White Scarab EC e Scarab EC U ••• PFa W
Target creature gets +2/+2 as long as any other player has any white cords. Target creature cannot be blocked by white creatures

LANDS

LAN R *** MRo Adarkar Wastes T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take I damage. LAN R ... BWo Brushland T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage

Forest LAN C - PMo A.B.U.R.4th IA T: Add G to your mena pool

Glacial Chasm LAN | ... LDa CU: 2 life. Socrifice a land when Glocial Chasm comes into play You may not attack. All damage done to you is reduced to 0.

Halls of Mist IAN R *** MPo CU: 1. No creature may attack if it attacked during its controller's lost two

LAN U *** You may choose not to unitap Ice Floe T: Top target non-flying creature that attacks you. That creature does not unitap as long as Ice

Floe is topped. LAN C - AMa T: Add U to your mana pool

R *** Nta LAN Karplusan Forest T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage LAN R *** 1Wi Land Cap

If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T: Add U to your mana gool and put a depletion counter on Land Cap. T Add W to your mana pool and put a depletion counter on Land Cap.

LAN R *** BWo Lava Tubes If there are any depletion counters on Lava Tubes, it does not untap. Remove a depletion counter from Lavo Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.

LAN C -TWö Mountain A.B.II.R.4th.IA T Add R to your mana pool Plains TAN A,B,U,R,4th,IA

T. Add W to your mana pool River Delta LAN R ... SEv If there are any depletion counters on River Delta, it does not union. Remove a depletion counter from River Delta at the end of your upkeep. T: Add 8 to your mane pool and put a depletion counter on River Delta, T: Add U to your mana pool and put a depletion counter

Snow-Covered Forest LAN 11 -T Add G to your mana pool. Snow-Covered Island LAN II -Altho

T. Add U to your mona pool Snow-Covered Mountain LAN П — TWA T: Add R to your mono pool Snow-Covered Plains LAN U ---CRu T Add W to your mana pool. DSh ÉAN Snow-Covered Swamp

T: Add B to your mana gool. LAN R ... Sulfurous Springs T Add 1 to your mana pool T: Add B to your mana pool and take 1 damage. T: Add R to your mona pool and take 1 damage

Swamp LAN
T: Add B to your mana pool LAN DSh A.B.U.R.41h.IA Timberline Ridge LAN

If there are any depletion counters on Timberline Ridge, it does not untap. Remove a depletion counter from Timberline Ridge at the end of your upkeep. T. Add G to your mana pool and put a depletion counter on Timberline Ridge, T. Add R to your mana pool and put a depletion counter on Timberline Ridge

LAN R ... Underground River 1: Add 1 to your mana pool. T: Add B to your mana pool and take 1

damage. T: Add U to your mana pool and take 1 damage.

II LAN R **** BWa

If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. I Add G to your mana pool and put a depletion counter on Veldt T. Add W to your mano pool and put a depletion counter on Veldt

Gaze of Pain . . . 00



opponent's blockers with Panic to make sure things go your way.)

Kjeldoran Knight SC R •••• RSp WW
Banding, W1: +1/+0 until end of turn. WW: +0/+2 until end of
turn, 1/1.

R ...

R

T: Redirect all damage done to you by unblocked creatures this turn

R *** RSn WW

II eeee MPn W4

RXF WS

MPo W

ARu WW2

CBr W3

WW

HHo WW

R **** RTp WW1

C eee LWi W1

LWi WW3

IA

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on River Delto

GAZE OF PAIN

KROVIKAN VAMPIRE

Kjeldoran Pholanx

Kieldoran Skycaptain

Kjeldoran Skyknight

Banding, 1/1.

Lost Order of Jarkeld

1+*/1+*.

Mercenaries

Prismatic Word

Raily

Red Scarab

Secred Boon

Shield Bearer

Banding, 0/3.

Kieldoran Warrior

Lightning Blow

First strike, banding, 2/5. Kjeldoran Royal Guard SC

to Kieldaran Royal Guard Instead. 2/5.

Flying, banding, first strike. 2/2.

Flying, banding, first strike. 1/

beginning of the next turn.

that damage, 3/3.
Order of the Socred Torch SC

until end of turn. 2/1.

SE

SC

SC

SC

T: Sacrifice 1 life to counter a black spell. 2/2 Order of the White Shield SC U •••• RTp

EE

All blocking creatures gain +1/+1 until end of turn.

cords. Target creature cannot be blocked by red creatures.

+0/+1 counter on that creature for each damage negated.

SC w nound 1, T: Return Snow Hound and target blue or green creature you

INS R ...

Give target creature first strike until end of turn. Draw a card at the

R 000

equals the number of creatures controlled by target opponent.

If Mercenaries damages a player, that player may pay 3 to prevent

Protection from black. WW: +1/+0 until end of turn. W: First Strike

Choose a color when Prismotic Word comes into play. All damage

dealt to larget creature by sources of that color is reduced to 0,

INS C -

Scorab EC U ••• SEV W IA
Target creature gets +2/+2 as long as any other player has any red

corps, ranger deviate China and Associated MRa WI A Regard up to 3 damage dealt to target creature. At end of him put a

pri Flying, If a creature dies during a turn in which Seraph damaged it, it

riying, is a creation and control. Bury the creature if Seraph leaves is put into play under your control.

F 80

Control to Intell Ownles Share INS U *** KFo W A,B,U,R,4th,ta

Remove larget creature from game Creature's controller gains life

SC R **** CRU W6

SC R .

C --- SEV W1 A,B,U,R,4th,IA Circle of Protection: Green EN 1: Prevent all damage to you from one green source.

Circle of Protection: Red EN C PVe W1 A,B,U,R,4th,IA 1: Prevent all damage to you from one red source.

Circle of Protection: White EN C ••• SEV 1 SEV WI A.B.U.R.4th,IA 1: Prevent all damage to you from one white source. EN IJ #0 CU: 2, During each player's upkeep, Cold Snap does 1 damage to that player for each snow-cavered land he ar she controls. Cooperation (*** PFo W2

Peration
Target creature gains banding.
INS C Death Ward HMc W A.B.U.R.4th.IA Regenerates target creature.

Disenchant INS C **** BSn W1 A,B,U,R,4th,IA Destroy target enchantment or artifact

EN U **** Nth WW2 During your upkeep, pay WW or destray Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell

Elvish Healer SC C *** REm W2 T: Prevent 1 damage to any target or up to 2 damage to a green treature, 1/2.

Enduring Renewal R *** HMc WW2 Play with your hand face up. If you a draw a creature from your library, discard it Whenever a creature goes to your graveyard from play, return it to your hand.

to O Flying creatures do not untap during their controller's untan phase.

INS R •• Formation Give target creature banding until end of turn. Draw a card at the beginning of the next turn.

(eee EBe W EC Put four healing counters on Fylgia when it cames into play G.
Remove a healing counter to prevent 1 damage to the creature Fylgia enchants, 2W Put a healing counter on Fylgio

• General Jorkeld T: Exchange two blocking creatures without creating an illegal block

Green Scarab 11 000 Nie W EC Target creature gets +2/+2 as long as any other player has any Green cords. Target creature cannot be blocked by green creatures.

Wed Ground

EN U •• DSh Wi Hallowed Ground

WW: Return a non-snow-covered land you control to its owner's hand INS C ** Prevent 1 damage to any target Draw a cord at the beginning of the

next turn. SC U ••• DWi W1 Hipparion Hipparian cannot block creatures with power 3 or greater unless you pay an additional 1 1/3

FI Enchant .and

points equal to the creature's power EW Enchant World INS Instant

U *** PMo W2

≀åk Lone

Restricted/Barned AC Artifact Creature

EA Enchant Artifact

EE Enchant Creature EE Enchant Enchantment EN Enchantment

control to their owner's hand 1/1

play or your control. 4/4.

SEPTEMBER

Rarity Rating Artist Type Rage Damage **Nome** Description ACTIONS ſå Bite ſ Can only be used in Crinos or Lugus form. Reduces the damage of one attack by up to 4 points. Block and Strike SBa Il sees Block up to 2 points of damage and play an additional damage-dealing cord. Body Blow DTo Broken Limb Ю Victim plays combat cards at -2 Roge for the rest of the combat. Enreful Strike U ... JFe,LSn &A 3 Connot be dodged. Critical Blow 0Pe CA 4 Cannot be blocked or healed until end of turn. lŀ ASh.LSn CA 3 One piece of opponent's equipment cannot be used for the remainder of the Combat Phase. Disembowelment 9 SBa ... ſå 5 Victim plays cards at -1 Rage until this wound is healed. Dodge JCο CA Avoid one attack this round. Dry Gulch CNc Entrail Rend 10 Ø Evade and Strike ... Ble ČĀ 3 Requires Kalindo. Dodge all attacks this round. ſÅ **** ETh Dodge all attacks this round, **Eyes Gouged** RSp Victim must attack with a random card from his hand next round. Frist Strike **** RS1 CA This cord deals damage before your opponent's. LAW CA 11 Play any combat card in response to your opponent's card Flesh Wound Forceful Wind P ... MDo Requires Kalindo. Combat ends after this round. Γā Ш Жa This damage is aggravated if the victim is in Crinos form. Glancing Blow € JDo CA Grozing Wound Head Wound II sees IMi Victim cannot play any combat cords during the next round Kneecapper Ble CA Victim acts at -1 Rage during the next round of combat. Rie **** •••• SBe R ſá Can only be used in Crinos form. Victim can take no actions until this wound is healed Massive Wound WOO

Ranty Roting Artist Type Raga Damage Description Off-Rolance Attack 6 RKF CA 1 2 The player of this cord plays damage cords at -1 Rape during the next mund of rembet. [] ee BLe Organ Puncture Victim cannot initiate combat until this wound is healed. Overextended Attack 600 Ho få Your character may not play a combat card next round. Rend and Teor IMa GA. 11 Run Like Hell Ü SBe The character playing this card flees from combot. That character cannot participate in a moot until it engages with the fee it ran from. Takes effect after your opponent's cord THo Shopeshift [800 Action -Play at any time. The character playing this card immediately changes from breed form to Crinos form or from Crinos form to breed form. U cesso DTU Action Sneak Attack The character playing this cord can engage any character, ally, or enemy in play. If played during Combat, Sneak Attack can interrupt the alpha attack cycle, but not a combat that has already begun. £ SBe CA Spine Grushed Ifa Con only be used in Crinos form. Stinging Wound (*** RSt. CA Victim plays combat cords at +1 Rage during the next round of combat. R *** ASh,LSn CA 2 1 Surprise Attock If played during first round of combat, apponent inflicts no damage this round. WOC CA ii ... RKE Action -Play Taunt on any Garou who has just refused a challenge. That Garou immediately accepts the challenge and enters frenzy.

na Blow U ••• JCo CA 3

ALLIES Ronty Ronng Artist Renown Roge Gnoss Hith Description Faerie Kin 15n Requires Gnosis 3 and Fia Faerie may use Grits from any breed or auspice. A pack can only have one foene ally at a time. 040 WOC Requires. The or Ukt Destroy Flame Spirit in an attack to do 3 aggravated damage. Spirit is only affected by Umbial attacks

If this kills your opponent, add it to your victory pile for 3 additional

U **** RSp

Requires Gnosis 3. Move to the Umbro until the next

Victim has Rage of 1 for the next round of combat.

R **** JMi Event -- -

CA 6 4

victory points

Regeneration Phase.

Umbrol Escone

Vital Blow

Gaffling Pest
Gaffling may use Gifts from any breed. 7 6 2 6 1Sn

FLOWER OF ASHEDOIDE

Ilia Ch

Requires Kolindo Vichm's Rage is considered 1 for the rest



flower of Aphrodite & Umbral Quest- Hmmm... The owner of the Flower con't be attacked You gain three victory points if the Garou on the Umbral Quest doesn't toke any damage Could this be any simpler? After all, it's kindo hard to take damage when no one can attack you Give this combo a try for the three casiest victory points you'll

FLOWER OF APHRODITE

UMBRAL QUEST

Description

Rarity Rating Artist Renown Rage Gnoss Hith

term and he cannot attack the turn he is brought into play. Kinfolk-Envenmnt'l Activist R •• Environmental Activist can remove one member of your pack from the Hunting Grounds per turn.

Kinfolk - Small Town Cop R **** JBt Requires: Homid. Once per turn, before alphas are selected, can remove a character in Hornid form until the beginning of the next Regeneration Phase.

Kinfolk - Soldier of Fortune R *** MHp.TSi 4 7 0 2 If the Soldier of Fortune is disarmed, his Roge becomes 3. Kinfolk - TV Reporter R ... LAW 0

Requires: Hom. Your pack gains 2 votes during all moots. Kinfolk - Veterinarian 'n 1Br 0 Requires: Lop. During your Regeneration Phase, Veteringrian can cure one additional damage card from one character.

Song of the Great Beast P sees PKF Ä. Я Requires: Gnosis 7 and Lup or Wen. Bison cannot attack the turn it comes into play. Wolf Kinfelk

2 2 2 2 Requires: Lupus. Wolf-Spirit 6.00 IЛп 7 7 3 2 Requires: Gnosis 4 and Phi, Lup, or Red. Wolf-Spirit connot act the turn it comes into play.

Wyrm Slayer, Ronin Garou R 🐽 WOC Requires: Ahr or Phr. Wyrm Slayer cannot vote in moots. Only 1 Wyim Slayer can be played per game, Wyim Slayer cannot refuse a challenge.

GAROU Tribe Rosty Rosing Artist Gnosis Desmobor AMa · Met 6 Allemenda Rot P ... 6/6 5/5 5/5 When Allamande is alpha, his challenges cannot be refused. Ahr Hom 4 Allison Kachina 1/4 2/2 2/3 Can outernatically pack attack or defend with Thomas Kachina. Amori Howls-from-Soul (** DTu Bla Gol Luo 1 1/2 Aman's packmates gain +1 Rage during pack attacks.

a Kliminski U •••• BLe Sha Anna Kliminski Ahr Hom 9 3/9 8/8 4/8 Anno may begin the game armed with a Klaive. Anno-Eyes of the Sun-Pelfrey R ••• JMy Ukt Gol Lup 5 JMy 7/7 Anna has +1 Renown during moots. MDo Stra Phi Hom 8 Antonine Teardrop 2/7 3/7 9/9 If Antonine has a Klaive, it cannot be stolen while he is alive. Gur Bla 6/10 3/6 6/6 Can use Gifts of any auspice except Theurge Ron Ahr Met 2 Bonana Split C ... 3/3 3/3Once per game Banena Split can cancel both his card and one opponent's card during a round of combat. € •• Bladetooth 1/3 2/4 Bladetooth cannot participate in any pack action with other Get.

All Wendigo in your pock gain +1 Rage. AADr Fig Gal Hom10 **Bron Mac Flonn** 4/10 2/B 9/9 Once per game, stop any moot in progress.

g 1Mn

3/8 9/9 4/8

Blood-on-the-Wind

Gol Lup 9

Wen

Bon Rag Lup 6 Buggerhead U 2/5 6/6 3/5 You may discard and redraw one sept card at the end of the

Redraw Phase. MJa Phi Hom 7 Corlo Grimsson 8/8 3/8 3/6 If a most called by Carla's pack does not pass, she turns to Crinos

and must be alpha for the next Combat Phase. UIQ mese Rog Hom 4 Carleson Ruob 1/4 4/4 1/4

Cerleson can interrupt an alpha's action, allowing his pack's alpha to Corleson con interrupt on arpos 5 ucross, someon, go first, as long as that alpha attacks an enemy. The Met 6 Ù

5/5 7/7 7/7 Cemonous is -1 Renewa when voting in moots. Wen

Rog Hom 7 (j ... RKF Charging Bull 3/8 6/6 4/7 A character with a higher Renown than Charging Bull cannot refuse his challenges

Phi Lup 4 Crick Rumwrangler 1/3 6/6 2/4 JFe,LSn Bon Gai Hom 1 Dhorma Bum 1/2

All epponents fighting Dhorme Burn lose 2 Gnosis during combat. LAW Chi (+ Rag Horn 1 1/1 2/2

Once per game, interrupt the vote on a most and delay it until the

Herve Cluster

of the combat.

Rag Hom 2

JCo. Çil

or a human ally. ť DTu Sha The Hom 3 Edgewalker 1/2 5/5 1/2 Evan Heals-the-Past ٤ TĎŝ Wea Phi Hom 3 1/3 4/4 7/3 Eyes-of-Frost £ The Hors 2 Wen

1/1 3/3 2/3 Eyes-of-Frost can force the discard of a Pack Totem card, but then he cannot use Gifts for the remainder of the game.

JRe,LSn Get Rog Hom 1 [00 Fana Jumper 2/2 1/2 If the alpha is a Get of Fensis, Fang Jumper may join the alpha in defense of any time. Gera-Hunts-the-Hunters Ahr Hom 7

RSp Get 4/4 5/10 2/8 Any Garou who kills Gere can gain +2 Health, but will lose 4 Renown,

2/4 8/8 Gesor Rog Hom 5 2/5 When Gesar is an alpho, his Renown is considered 2 for deciding

when he will act. **Golgol Fangs-First** assa Multi Ahr Hom 10 3/10 7/7 5/10 Golgol draws 1 extra combat card when assists an attack or defense. Artists: MHa,TSi,LSn

Goll Mac Mourna Gal Hom 5 2/6 4/4 2/5 Spirits connot attack Goll.

Grek Twice-Tongue Ħ ςre Shr Phi Met 6 3 Considered +1 Renown during moots, U MDo Sil Grevfist Phi Hom 6

2/5 7/7 2/6 If a Harano Gloom is played on Greyfist, he may discard it at the beginning of the next turn.

Grimfung Ble The Hom10 2/7 10/10 3/7 Grimfong is considered +3 Renown during moots.

Red

Growls-at-Moon Gol Lup 4 5/5 1/3 1/4 Growls at Moon can aid in defense when a non-alpha packmate

Julisha of the Thousand Masks R MB. Bln Rog Hom 9 2/R 8/8 3/8 Each of Julisha's kills after her first is worth +1 Renown eeee Ollo Phi Lup 9 Lomuran llkt 4/8 9/9 4/10 You may discord a cord from your victory pile and draw a sept cord

D. Jon

from your discard pile. 3/8 6/6 Lord Albrecht Sil Ahr Hom 7 4/8

Any enemies of Renown 4 or greater killed by Lord Albrecht are worth +1 victory points.

Morne •=•• S(a Red Ahr Lup 10 4/10 4/4 6/10 Mamu frenzies when he is killed, drawing only three cords for

the frenzy. Mari Cahrah IGT The Hom 6 1/6 6/6 3/6

Man gets +1 Rage when on the attacking side of combat Morgan the Unworthy ... Fig Phi Met 3 4/4 6/6 3/3

When Morgan uses a Gift or Rite, there is a lifty percent chance it doesn't work

Marihei High-Mauntain ASh,LSn Sto 3/7 9/9 3/8 Has the Kalindo ability.

Mother Larissa Ble Ron The Hom 8 2/5 9/9 3/6 You may draw 2 extra combat cards whenever Mother Larissa is the

target of an attack Matasha Moon Chaser JFe,LSn Str 7/7 2/ C *** Rog Hom 5

1/5 Once per game, a player can force Natasha to forfeit a declared attack Hephthys Mu'at

Gal Hom 7 3/6 8/8 2/6 You can look at either side of any Garou card in play. No'iri'n Ni'Dhonaill C Abr Hom 4 Klile 2/5

3/32/4 Can use Lupus Gifts as well as Hornid Gifts. Old Storm-Chaser U esses EAS The Lup 7 3/5 9/9 2/7

Your sept hand size is increased by 1. Presser C AMa Shr The Met 1 1/1 2/2 3/3 Passer is worth zero Renown for victory points.



Alias & Rite of Investiture- Alios gives you an exact copy of one of your Glass Walkers-well, almost exact. Problem is, the copy is only an Ally, so it con't vote in moots. Use Rite of Investiture to make your opponents start seeing double.

RITE OF INVESTITURE

Ukt The Lup 9 Guides-to-Truth 10/10 5/9 3/8 You can look at an apponent's sept or combat hand twice per game. Howard Koar C -00 DItt Sin Gal Hom 2 1/3 1/2 2/2

ALIAS

Roward frenzies when he takes demage that puts him in Crinos form SCo Sho Phi Hom 2 Ivan Korda (3/3 1/3

When a member of his pack cuis a many character to have a -2 Renown for voting When a member of his pack calls a moot, Ivan can cause one other Hilet Gal Hom 2 Jacky Gecka

1/2 2/2 1/2 Can start the game with either a .38 special or a 9mm Semi-Auto pistol. Juhoti

Ю Ukt Rog Hom 3 1/3 3/3 1/3 Juban can draw T extra combat card when fighting Pentex enemies.

Pearl River eeee IMn Chi The Hom 9 2/6 10/10 2/7 Pearl is considered +2 Renown when voting for moots. Questor Treetalker APo (hi 6/6 2/5 Gel Lup 5 1/4 When Questor attacks an enemy cord, one other pack member can join his attack

Rainpuddle DKE Sta The Lup 2 1/1 4/4 1/3 Rampuddle's attacks can affect creatures in the Umbra

RTh Sho Gel Lup 5 Roor of Storms 11 *** 1/5 6/6 2/5 Can vote as any auspice during moots. LAW Gla The Hom 8 1/5 9/9 2/7

Before combat begins, can destroy any guns or techno-equipment of opponents focing him.

Roshen has an arm-dub piece of fetish equipment. If it is stalen he loses 1 Roce. ASh.LSn.Ukt Running Creek Ahr Hom 3 2/3 1/1 2/3 Running Creek can regenerate aggravated damage. BLe Scar Throat Leech-Killer C Gat Gol Luo 4 2/4 4/4 2/4 Any vampires killed by Scar Throat are worth two additional victory points. U LMa Bon Scratches-at-Fleas Ahr Lun 5 3/3 2/7 3/5 Shokar Bog 5/5 TÁW Hom 4 1/5 1/3 Can use Theurge and Philodox Gifts. Glo Smon Sentle FAW Phi Hom 6 2/4 2/6 8/8 Sings-for-the-Boast ŧ JĆo Gol Met 3 IMi Sister Judith Paws-of-Light U Rin The Met 7 8/8 3/3 6/6 nerate his highest damage cord One of your pack members may rege

2/3 2/2 2/3

Description

Roshen One-Arm

instead of his lowest. DIFF 뎨 Sofya Softkiller Ahr Hom 4 1/4 2/5 2/2 MDo Son of Moonlight U The Lup 7 Fin 2/7 8/8 2/6 If a Wolf-Spirit is slain, Son-of-Moonlight can immediately attack the killer.

SRe Ш Gla Sona Chiana Gol Horod? 2/6 3/8 8/8 If you don't deliver on a deal-making promise, Song is discarded. Spotlight WOC Red Ahr Lun 4 C 3/6 3/4 Stands-Like-Mountain C LAW Phi Lup 3

1/4 3/3 2/4 Phi Hom 4 C ΙĎα Susan Anthony 996 2/5 2/4 You may start the game with one Kinfolk Ally in play.

LAW Rog Horn 2 1/1 3/3 1/3 All Pentex enemies Sytonx foces are at -2 Roge

Str Phil Lup 4 JBr 1/3 4/4 2/5 Has the Kolindo obility. U Gl_0 ... IFi Teath-of-Titonium Ahr Lun 6 2/7

4/4 2/8

Connot frenzy EAS Wen Thomas Kachina C Ahr Hom 4 1/3 2/4 Can automatically pack attack or defend with Allison Kachina.

Ahr Lup 5 Thunder Tiger 1) IR_r Sim 3/5 3/3 3/6 Has the Kalindo obility. Tim Rowontree ξ RKF Chi Ahr Hom 3

1/3 2/2 3/4
If your pack gets a coem, Tim goins +2 Rage and +1 Health. True Silverheels U Chí Altr Hom 7 2/6 5/5 4/8

May begin the game armed with a Klaive equipment card. Virus-to-Wyrm OHo Ahr Hom 4 € . Gla 2/5 4/4 2/3

Virus is at +2 Rage when fighting enemies, but Rage is still considered 2 for changing to Crinos. MHa,TSi Bla Volcheko Iborruri 80 Ahr Lup 3 2/4 2/3 2/2

No Wendigo can voluntarily start or join an attack against Volcheka. Walks-with-Might SCs Str Ahr Luo 9 5/8 7/7 5/10

May escape from any combat after the fo urth round. Fig Wind-Across-the-Hills (40 RKF Rog Hom 1 1/1 2/2 1/2

Wind Across the Hills is considered Renown zero when joining pack ntrucks or defenses. SBa Sha Zachary Ellison 2/6

7/7 2/6 Cannot be in a pack unless a Shadow Lord has the highest Renown

ENEMIES Artist Rating Rating Ranown Roge Grasis Hit Courrintian Black Spirol Doncer | ... RSp 6 6 6 Regenerates. Can use any metis, Ragobash, or Ahroun Gilts. Deranged Mokolé Ble Any Rage 1 damage cards played by the Makalé are

aggravated damage 7 8 9 IMo 2 mass Elder Vampire Not affected by Rage 1 damage cards. Can use any Philodox or

D Chi Children of Goto Glass Walkers **Red Tolons** Silver Fongs Hom Hemid Booheem Exerne Gur Shorlaw Lords Stargozers Block Funes Lup Lupus 0 Get Get of Fenns Rotkin Rat Scient Studers

O

<u>h</u>ale

All danage from a Furmling is aggravated. SCo 4 5 Hoglings are unaffected by nonfetish equipment attacks. Can use any mehs Gifts

Pentex Forestry Team SCo Destroys 1 coem in play each Regeneration Phase. Can play 2 combat cards per round g assa Ska

Pentex Refinery tex Refinery
No shapechanger may regenerate without the aid of Gilts. All Garou are at -1 Rage and -1 Gnosis. Garou with less than 1 Rage

or Gnosis cannot act until the Piper leaves play Progenitor Mage R eeee 15n Automatically attacks the character with the highest Goosis for three rounds at the end of each Combat Phase. Can use any Gifts and is not affected by anyone else's Gifts.

JANa ... Characters attacking Pumpkin Man connot retreat until efter all of their combat action cards have been played. Can use any Theurge or

Samuel Haight 9 8 8 9 Can use Gifts from any breed or auspice. Only one Samuel Haight can be played per game.

LAW Shouette's attacks cannot be blocked, evaded, or dodged. Attacks the character with the highest Renown for two combat rounds at the end of each Combat Phase. Only one Silhouette can be played

R •• SCa Uktena Wyrmfoe No Uktena can attack anything except the Uktena Wyrmfoe.

EQUIPMENT Rarity Rating Artist Descontino 38 Special . RSt Requires: Homid. Owner can use up to Roge 3 combat cards.

n Semi-Auto Pistol U •• CMc 9mm Semi-Auto Pistol Requires, Homid Owner can use up to Rage 5 combat cards. U Rone Arrow Requires: 2 Gaosis Does 3 damage to any enemy you are in combat

with. Does not count as a combat action and can be played in addition to any combat cards. Use as a combat card as of Shakir Hind R **** KMe Bones of Shakir Hind Requires: Gnosis 6. Command on enemy to light in the owner's place. The owner does not gain renown and any Garou can attack the owner as if she were in the Hunting Grounds. Can only be played

Bottlecap of Shakey Mac R ••• JMa Requires: Gnosis 6. Owner can use one spirit in play as an ally for the remainder of the turn. Can only be played once per game.

. JMa Requires: Gnosis 3 Owner gains 3 additional vates during moots.

Owner can discard to gain 10 additional vates. A character can only

have one Elder Stone at a time.

Dagger R ***** 8Le Fetish Fong Dogger Requires: Gnosis 5. Owner can play 2 damage cards per combat round.

Fong Necklace of Fenris R --- OPe Requires Gnosts 4 Owner gains 2 Rage and can freely change forms.

Can only be played once per game. Feather of the Phoenix KRy Fetish Requires. Gnosis 4 Owner connot be attacked by spirits Requires: Homid. Discord to prevent any one attack of up to 4

damage A character can only have one Flak Jacket at a time er of Aphrodite R ••• 15n Flower of Aphrodite Fehsh Requires. Gnosis 5. Owner cannot be attacked or challenged. Discard

Requires. 60056 J. 6006 Requires attacks anything Research KRy Requires: Gaosis 4. Does aggravated damage. Owner is at +1 Rage

in Conos form and at -1 Goosis at all times. Incarna Sigil Felish Requires, Gnosis 6. Owner can freely interact in the Umbra. This includes attacking, changing equipment, or using Gifts.

OHo Fetish Requires: 3 Gnosis. Does aggravated damage. Owner is at -1 Gnosis as long as Klaive is equipped

Rosly Rolling Artist

Lunn's Links

ASh ISn 9 Fetich Requires: Gnosis 2. Owner can use Gifts from any auspice. Fetish IDa R ...

Тура

Beccivion

Mokolé Hide Requires: Gnosis 2 Owner gains +2 Health, A character can only have one Mokolé Hide at a time.

Moon Sign P ... RSt. Fatish Requires; Gnosis 2. Discrd during combat to force a Garou to revert to his or her breed form. Play instead of a combat cord.

Naturae Boon Fetish Reduces the Gnosis cost of the owner's Gifts by 2.

Portable Computer R •• ASh,LSn
Requires: Glass Walkers. Owner gains +2 Gnosis. Disard to look at an opponent's hand. Sands of Sleep P ee MDo

Requires: Gnosis 3. Discard to remove any opponent from combat. The affected target cannot take any actions for two turns, Ignore effects of Sands of Sleep of target is attacked during that period.

gum

R

RSp

Requires: Hamid. Owner can use up to Rage 7 combat cards.

played, All Ahroun gain 1 Gnosis and any Gorou can freely enter

Rosty Roting Artist

Type

Crinos form Gorbage Food Poisoning R ••• ICa
All Bone Gnawers lose 1 Health for the rest of the game. Only three

Garbage Food Poisonings may be in effect at any time. Gibbous Moon C •• JMy Lunar Phos Play at the beginning of a turn or to cancel a Half or Full Moon just Lucre Phose played. All Garou play damage cards a +1 Roge when fighting enemies and all Galliards gain 1 Gnosis.

Grandfather Thunder KMa Pack Totem. All opponents play cards at -1 Rage when fighting a member of your pack.

[] as AKu Pack Totem. Pack members may freely shift into Crinos form, but all pack members are at -1 Gnosis."

Holf Moon DAST (ee Play at the beginning of a turn or to cancel a Crescent or Gibbous Moon just played. Rites cost -1 Renavin and all Philodox gain





KLAIVE

Anna Kliminski & Klaive- Hey! White Wolf screwed up and forgot to mention that the Klaive does aggravated damage (check out White Wolf's Rage FAQ). Whoops! And just because Anna starts with the Klaive doesn't mean she has to keep it. Feel free to pass it along to whomever you plan on using as your alpha to keep things miserable for your opponents' wolfies.

Silver Ammo Play with a damage card from a lirearm attack to make that

ANNA KLIMINSKI

damage aggravated. Fefish Requires: Gnosis 5 End any fight in which owner is engaged. Can only be used after at least two rounds of combat

War Paint of Wahay Ohni 🔞 🕶 Requires: Gnosis 3. Remove one additional damage card from the owner during the Regeneration Phase

Requires: Gnosis 3. Enemies fight at -2 Rage against the Wyrm Skin's owner.

EVENTS Rority Rating Artist

Alaskan Wolf Hunt DTu All Red Talons must enter the Hunting Grounds until the next Regeneration Phase. Can only be played once per game.

Attacking the Wyrm E sees RTh Play when your alpha attacks on enemy cord. Any or all members of your pack may join the attack. Draw 1 additional combat card for each character that joins the attack

Burn Rush Play at the beginning of a combat round. All of your pack members join the attack for this round only.

Ma 0000 Pack Totem, Increases your sept hand size by one Cockrouch U 99 Ifa Pack Totem. Twice per game you may look at the top 5 cards of any player's sept or combat deck. You may then reshuffle that deck.

RSt Play at the beginning of a turn or to cancel any New or Half Moon

just played. All spirits gain 1 Rage and all Theurges gain 1 Gnosis iken Revelry R ••• 10j Drunken Revelry All Figure lose 1 Gnosis for the rest of the game, Only 3 Drunken Revelries can be in effect at any time.

| +++ Play on any Garou. That Garou can attack one ally directly. Entrapment is worth 2 victory points once the ally has been slain. [] ee MMi

Pack Totem. Each pack member gains 1 Renown during moots. § 000 MDa Pack Totern All pack members gain 1 Rage when in Crinos
U ASh,LSn

Play before the first round of combat or in between rounds. Target Garau yau control goes into frenzy.

Full Moon Elle Lunar Phase Play at the beginning of a turn or to cancel a Gibbous Moon just

Harano Gloom Target Silver Fang connot inmate combat or jain pack attacks. Discard Harana Gloom if target is attacked. Can only be played on a specific Silver Fong once per game.

Hunting Party Play when attacking non-alpha characters. Up to 15 Renown of characters can be in the attack. Draw 1 additional combat card for each additional pack member.

Inhred Disorder Target Silver Fang acts at -2 Gnosis for the rest of the game Characters can only be affected by one Inbred Disorder.

Journey Onward Target player most discard one Stargazer. Can only be played on a pack after per game.

R ... JFe,LSn Journey to the East Play on a Garou you control. Remove that Garou for two turns. When the Garou returns to play, it knows Kollindo. Leadership Challenge

dership Challenge R ••• 18r
Any pack with two or more Stadow Lords must discard one of their two highest Renown Shadow Lards. Can only be played once

per game. Lost Calling

R Page 1 August 1 August

Remove any Lunar Phase and all auspice Gifts from play. Until after next Redraw phase, no auspice Gifts may be played. Discard after the next Redraw Phase

Mia Motriarch Mourning No Black Fury may take an action for the next two turns. Can only be played once per game.

LMa New Moon Play at the beginning of a turn or to concel a Crescent Moon just played. No one may enter frenzy and all Rogabash gain 1 Gnosis.

IFe LSa No Escape

U •• JFe, LSn

Play when the attacker refuses to continue combat. Combat continues until you choose to end it.

U eeee ISn Pack Tatem. You may look at an opponent's combat or sept hand once every other turn.

Pack Defense Play when one of your defending characters begins combat. You may have up to 15 Renown worth of characters in the combat. Draw 1 additional combat cord for each additional pack member

R · Peace of Halure OHo All Children of Goio play combat cards at -1 Rage. If a Children of Gata character goes into frenzy, that player may discord one Peace of Noture in play

Pegasus Pack Totem Each pack member gams 1 Gnosis

Recurrement

Ronty Roting Artist Gnosis

Description Description Description Balor's Gaze 2 OHo Mindspeak Fin For the current combat, any opponents with less Rage than the user The user and one other pock member can join in attack or defense for GEAS can take no actions. the current turn. Draw one additional combat card if these Garau 65 | 00 RKE **Battle Song** enter combat The character's pack can play combat cards at +2 Roge for the Ble Rog,Str Moon Bridge Escape Remove one willing character or pack from play until the next current furn. **Senstmind** II ee Multi Redraw Phase. Target cannot use any equipment for one turn. Artists: MHa,TSm,LSn Mother's Touch BM The,Chi Heal the lowest damage card from target creature. Blissful Ignorance lHo Reg.Bon.Ukt Until the user takes an action, he cannot be attacked, participate in Odor of Skunk | •• ICo. moots, or have a Gift bestowed upon him. No creature can attack the user of this Gift until the Gift is cancelled Rorly Wrack Persunsian f • MDr Hom, Gla Target creature takes 1 damage and may not take any actions during Target Garou gains -1 Renown during any moots until this Gift the next combat round. is concelled. ٢ -LFi li ee 1Di Razor Claves Until the next Regeneration Phase, the user cannot be attacked or The user's next successful claw attack does +2 damage. Only usable called out, nor can the user take any actions. in Crinos form. Remove Gaia's Blessing Wen U cooo RKF The, Ukt, Chi User can avoid combat with Homid characters Cancel one Gift requiring 7 Gnosis or less, removing that Gift // www AMi Lup,Rag from play. For the duration of the current combat, the user can dadge any Roll Over II acce RKF Phi,Sil attacks unless the attack says otherwise. User can only play combat Geas- Here's a card that can be Target cannot attack until one of your pack members initiates an cards of Rage 1 while this is in effect. offick upon the tomet. kind of deceiving. Geas lets you force a Greular Attack R eeeee BDu Attacks directed at the user for one round can be dodged or redirected Garou to go into combat with anything in to another character involved in the combat. DED STORM-CHASER the Hunting Grounds, Send in your own (j ee 1Mo Take control of one spirit with Gnosis less than user's for one full turn Garou so you can have the first stab at Coup de Grace P *** RIa knocking off the enemies that your pack User can only play a Black or Dodge on the first round of combat. On any round thereafter, add 4 damage to one attack card played by rightfully deserves to killi Curse of Hatred II ... IDa Target plays his next combat card at -2 rage All Get of Fenris must go the Hunting Grounds until the next Regeneration phase. Can only be played once per game.

U ••• RKF Distractions Gal.St Interrupt a combat action by forcing a victim's card to be discorded. Totem Can only be used once per target, per combat Pack Totem, Each pack member gains 1 Health. 1 JFe.LSn 3 Reclaiming the Stolen Remove any spirit from play whose Gnosis is less than the user's, Play on a Garou who has had an item stolen. This card is worth 2 U *** Eye of the Cobra JFe,LSn 6 Gol, Chi victory points if the Garau can reclaim the stalen item. Play any time before alphas are chosen. Target Garou becomes a Scourging the Wyrm (00 Rie Choose one Garou and one enemy in the Hunting Grounds. The member of your pack for one full turn. 0Tu Fenris' Bite R ... enemy is worth +2 victory points if the Garou can slay it Only usable in Canos or Lupus form. In addition to the normal singlehondedly within one turn. damage for an attack, the victim's Rage is decreased by 5 (but not OHo Scouting Mission P ... Play on a pack containing a Silent Studer. That player must send one Silent Studer to the Hunting Grounds until the next Regeneration below 1) until that damage is healed. Old Storm-Chaser- It's pretty nice P cooce Rie Goio's Vengeonce Only usable when fighting an apponent in the Hunting Grounds. Do Phase. If the character returns alive, his pack gains 3 victory points. to have a Theorge with a Gnosis of nine, 10 points of demage to any one target. Can only be played once per game. and it's even better to get an extra card *** RKF Shieldmate RTh Geas Force any Garou to enter combat with anything in the Hunting Add one of your pack members to the attack when one of you every turn. Thanks to his special ability, characters is attacked. You decide which character receives any Grounds. Combat must lost at least 3 rounds before the victim which increases your sept hand size by can withdraw. damage dealt by opponent. F *** Ifo AMi Gift of the Porcupine Met, Bon one, Old Storm-Chaser is one of the best Pack Fotern. Faerie spirits cannot attack members of the pack. You Deals 2 damage to the next opponent that hits the user. Garou in the game. R LAW Glib Tongue may draw 2 additional cards whenever you attack an enemy. Fin Surprise Ally R •••• LAW
Play before the first round of combat when you are attacking. Add User gains +5 Renown for the current most Greater Banishment R ... WOO Scream of Gaia [ooo OPe Get.Red one additional pack member to the attack and draw a card.

Taking the Death Blow R •••• tMi Cancels any Gift, removing it from play. All apparents in combat with a Gnosis lower than the user cannot RTh ing the Death Blaw R •••• JMi
Play when one of your characters takes a mortal wound. Another Ahr,Chi Heart of Fury play combat cords during the next round of combat. Target cannot frenzy. Concels frenzy if target is involved in one. (00 Serenity EAS lcy Chill of Despair member of your pack takes the wound instead, and that member [] ee 1Co Cancel a frenzy. No creature of lower Renown than the user will attack the user takes the old one's place in the current combat. Shroud U coco Dīu ena 🎉 🕶 JCa Pack Totem. Spirits cannot attack members of the pack. Insightful Eyes -EAS Phi,Sla End any combat involving target creature. No other attacks can be The user's attacks cannot be dodged until this Gift is cancelled. made against the target until after the next Regeneration Phase. Jam Technology 10 SDi HomGla DMyr limbrol Ouest [000 IRr Silver Claws P ... Ahr.Sil Play on a Garou you control. Send Garou to the Umbra (and Hunting The user's next claw strike does aggravied damage. Discord any one non-fatish item. Grounds) for two turns. If the Garou returns without taking any MDa Song of Rage U • ICo 5
Send any Garou with a lower Gnosis than the user into frenzy Knife Wind Gal damage, this card is worth 3 victory points Does 1 damage to any target. You gain victory points if this kills 000 JMi the target. Spirit Drain R 00 JCo Pack Totem. One pack member may regenerate one additional card AlJa [44 Discard a spirit with a lower Gnosis than the user and return the user Lesser Rooishmeal The Ukt Cancel one Gift that requires Gnosis 5 or less. during your Regeneration Phase. to full benith Multiple 4 0 JMa H. ... Chr.Sha.Sil Wendigo Totem Lugg's Armor Spirit of the Fray IMi Target gams +2 Health until this Gift is concelled. A character can have Use right before battle The user strikes first, playing and resolving his Pack Totem. Increase the size of your combat hand by 1 no more than one Luna's Armor at a time. Artists: MHa, TSm, Lsn 2 ... Illia combat card before any others in the combat. R *** JDa All Glass Wolkers act at -1 Renown during moots Master of the Pack WOO Hom.Phi.Sil Form a pack with a maximum of 1 Garou for each points of Renown Play to end a combat that the user is involved in 0 GIFTS that the user has. Pack can only attack enemies in the Hunting Sticky Paws WAT Artist Requirement Grounds. Draw two extra combat cards. Only usable by a character Steal a piece of equipment from another character. The original Ranty Rating Gnesss Description once per game. owner can regain the equipment by defeating the user of this Gift Alias R **** AMa Glo Merciful Blow | 00 OHo Creates a duplicate of the character which can be affected by Play as an attack during combat. Remove the victim from the current RAG Q anything that affects spirits. A character can only have one alies combat if the victim does not have a higher Rage than the user. User does not die until he receives an additional damage cord beyond Messenger's Fortitude the normal requirement of himself Leave combat before combat begins, User loses 1 Renown until he Aura of Confidence || ** MBa Sho Take the True Form Ħ Phi.Ch Increase character's Renown by 1 engages in combat with at least 1 of the attackers he escaped from Force any shapechanges to revert to his breed form. ASh Sil 900 Alla Trackless Waste SCo H [] see User gains +2 Rage in Crinos form. A character can have no more Interrupt any attack to end combat. The attacker(s) cannot declare Increase character's Renown by 1. Renown is increased by 2 than one Might of Thor at a time. during moots. any other attacks for the remainder of the turn Q, Bag Bagheera Children of Goio Red Red Tolons Philodox Hom Homid Glass Wolkers Silver Fonos Wen Wendigo Storgozers Sha Shadow Lards Sta Fia Fianna Ahr Ahmun Blo Block Funes Guroh Rooobash Lup Lupus 0

likt liktenn

Silent Studers

Recity Resing Artist

Gnosis Requirement

Mome

Nome

Bone Gnowers

Get Get of Fennis

Rotku

Ronty Roting Artist

Type Name

Met



layers guide

me Rarity Rating Artist Gnosis Requirement Description Skindancer R **** ADa

Description

If the vote passes, target Garou is placed in the Hunting Grounds and becames an enemy. If the vote fails, the character calling the vote loses his ability to vote for the rest of the game.

Rarity Rating

Stolen Wolf, The U •••• LAW 6

If the vote passes, target Garou reverts to his breed form and connot change form until he frenzies If the vote fails, target Garou frenzies and immediately goes into combat with the character who called the vote. Only members of the target's auspice may vote.

Sticky Paws &

Reclaiming the Stolen-

As if the Ragabash weren't

annoying enough! Try this

little trick if you really want

opponents: use Sticky Pows

to steal an item from one of

your own Garou, then hand

it back during the Equip & Ally phase. Voild! The stolen

reclaimed, and you gain two victory points

property has been

a sour look from your

Laukippes UR •••• DCa Bla

Combat cards are played at +3 Rage against male characters and
enemies. Pack members' frenzies cannot be cancelled. +3 Health.
Weaknesses: Cannot take actions if there is a male character in
her nack.

Description

Rority Roting Artist

Tribe

Lone Wolf Lupo

UR ••• KMu

Give Lupo any one piece of non-fetish equipment from your library.

This equipment cannot be destroyed or disarmed. All Glass Walkers vate as Lupo does during moots. Weaknesses: Lupus gain +2 Rage paginst Lupo.

Oisin Mac Gaelach UR

WOC Fin
All feerie kin gain +3 rage and become Oisin's allies for the rest of
the game. Can use any Galliard gift of any Gnosis. Weaknesses: After
five turns, Oisin, host garou, and all faeries in play are discarded.

Old Red Eagle

All of your pock members can regenerate an extra damage card during the Regeneration Phase, +4 Gnosis. Weaknesses: -3 Health (but not below 1).

Old Wolf of the Woods UR •••• JSn Re
Can use any Lupus Gift of any gnasis. Old Wolf is at +3 Rage vs.
Homids or Kinfolk. Weaknesses: Cannot use equipment.

Shogeka Hunter Moon UR ••• BLe Wen
Her frenzies cannot be cancelled. All Wendigo and Uktena must vote
as Shogeka does during moots. +3 Health. Weaknesses: Will not
vote in favor of tribal alliances. Must be alpho.

Shu Horus UR ••••• PLo Str Can enter the Umbra at will. Once per game, can bring his entire pack into the Umbra. •1 health. Weaknesses: Vampires gain +3 rage and frenzy when attacking Shu.

Yuri Tvarivích UR ••• THa Gains +8 Renown during moots, +1 health.

STICKY PAWS

STICKY PAWS

RECLAMINA, THE STOLEN

The Stolen of the Sto

RECLAIMING THE STOLEN

Fear U •••• LMal 4 Ahr,Red,Sha Target opponent cannot play any combat cards during the next round of combat.

Whelp Body

Reduce target's Rage by 3 for the rest of the game. Rage cannot be lower than 3 as a result of this Gift

Wisdom of the Seer R ••• DTu 8 Sto You may look at another player's sept hand once per turn until this Gift is concelled Tribal Alliance C •• ASh, LSn
Choose 2 tribes to form an alliance. Until this obligance is voted out
during a Moot Phase, members of the two tribes may not attack
each ather.

Tribal War R ••• SRe

al War R See See Choose 2 tribes. Members of these tribes must attack each other before they can attack any other apponents. If a player has a representative of both tribes in his victory pool, he must discord one Rome Rarity Raring Artist Renown

Description
Gathering for the Departed C --- RKF 2
Play when one of your Garou is killed. You gain 1 victory point.

Rite of Glory --- AKu 1
Play during Combat, before alphas are chosen. Choose one of your characters to enter the Hunting Grounds. If that character survives this Combat Phase, be gains +1 Rage and +1 Renown.

Rite of Investiture R --- RTh 0

Play at the end of a Moot Phase in which one of your Garou called a successful moot. One of your alies becomes a full member of your pack

MOOTS Ranky Rating Home Coorn Building 1 ASh,LSn Farget player gains 4 victory points if the most passes. For the rest of the game, creatures in the Hunting Grounds light members of that player's pack at +2 Roge. RKF Calling a Champion P ... Target Garou must act as alpha for the upcoming combat if the moot passes. Only Ahroun may vote during this moot Close the Bown RTh R ** All spirit allies in play are discarded if the moot passes. Only Hornids may vote during this moot SBe Impergium All human Kinfolk allies in play are discarded if the moot passes. Only Lugus may vote during this moot 1Ma (000 Choose T kill from any victory pile. The kill is discorded if the moot passes. Only Ragabash may vote during this moot. Can only be cost on each pack once per game. ice Under Gaia R ••• Ble Justice Under Gaia

No equipment can be used during the next Combat Phase if the moot passes.

Lagendary Leadership R SCa
Play ofter a successful moot that you played You gain victory points

Project the Matformed R ••• RTh

Play during the Moot Phase, before the moots are voted on You decide how all metrs in play vote

Quoting the Litany

U •••• D. AGr

Quoting the Litany Double the Renown of a Philodax you control for one vote

Rite of Passage

During the next Combat Phase, only Garou of 1 or 2 Renown may be the pack olpha. If a pack does not have a character of Renown 1 or 2, it has no alpha this turn

Ritual Challenge

2

Ritual Challenge C ••• JDa Thoose 2 Garou lift the most passes, these Garou immediately enter combat for 3 rounds Pack toches and achions cannot be used during this combat

Saving Face
Play on a Garou who called a moot that didn't pass. That Garou must be the pack alpha during the next Combat Phase.





ENTRAIL REND

True Fear & Enreal
Rend- Here's a combo
that'll finish off just about
any Garau. Use True Fear
during the first round of
combat, making your opponent a sitting duck for the
next round. Since the victim
can't play a card, you're
free to bluff with any combat card. For the ultimate
thrashing, we recommend
Entrail Rend...

Winter Wolf

C SEAS

Remove one Garou of Renown 6 or higher from play if the vote passes. That Garou is placed in its owner's victory pool.

PAST LIVES
Name Ranty Rating Artist Table
Description

Description
Alexandru ThunderRage UR •••• MCh Sha
Gains +4 Renown while arting as Alpha Can select alphas for after
packs once per game

Gunnar Draughrbane UR ••••• (Mo G May change into Crinos form at any hime +4 Rage, +5 Health Wecknesses Consol use any glds Jack Debitlongu UR ••• IVF

Jack Debitangu UR ••• JVF Bon

Disea, line aptio achon four you attack the highest renown target in
play and up to 10 renown of pack members you gon

Kelly Still Waters UR ••• SHip Chi

Other perform Kelly can and any combat after 2 rounds. Weaknesses. Trage report freezy.

Klarid Stargazer.

IIP ••••• III.,
Cas use any Gift of any Gress. Commoke one Garou forfer an arbon once perform. Weaknesses. Commok one Garou forfer an arbon once perform. Weaknesses. Commok participate in part actions. Rite of Wisdom

C •• JBr

Play on one of your characters at the beginning of the Moot Phase.

That character is the period of the character is on the winning side for every moot, he gains +1 Gnosis and

Rite of Wounding

Play on a Garou who declines a challenge. That Garou cannot regenerate until it engages in battle. This Rite can be removed by a successful vale during a moot.

Sortire Song
Only usable by Gollkards Target character, which must have a lower Renown than the orting Gallbard, permanently loses 1 Renown.

Stone of Scorn

Stone of Scorn IJ •• EAS
Play on a choracter who declines a challenge. That character cannot vote until it engages in battle

Victory Parly

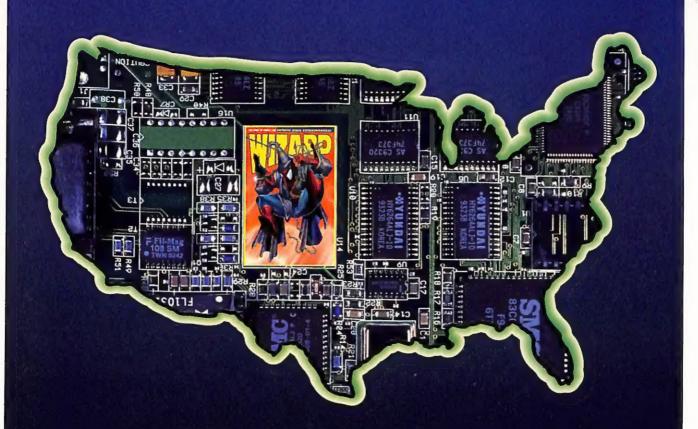
C

Ble

Ploy when a pack defeates an enemy of Renown 8 or higher. This

card is worth 2 victory points.

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The Quest for Glue

Recently, I suffered a tragic loss.

No, nobody died. The house didn't burn down. What happened was, in order to get my 3-year-old daughter out of my hair for a few minutes, I gave her some Magic: The Gathering cards to play with. When she gave them back, one was bent.

I'm not talking about a little fold in the corner. I'm talking a major league bend, all the way through the center, so bad that when you hold the card at the top and wiggle it, the bottom flops back and forth like a broken wing on a dead wren.

And this wasn't just any old card. It was an Alpha Gauntlet of Might, which the price guide in this very magazine places in the neighborhood of-gulp-\$100.

But surely, I thought, even in its damaged state, the poor little Alpha must still be worth something. I crossed my fingers and contacted a few experts.

> They were, to put it mildly, less than encouraging, Said John Clark of Nybbles & Bytes in Tacoma, Wash., "I don't believe that there is any way that this card can be sold to any collector, regardless of what you do to it."

Eric Cleaver, sales representative of Gator Games & Hobby in San Mateo, Calif., concurred. "The card is now effectively valueless. I have a Mox

Pearl"-worth about \$150 in near mint-"in similar condition and was unable to sell

it for even \$10."

OK, so a hundred bucks just went down the dumper. But wasn't there some way the Gauntlet could still be used in a game? Here, the experts were more upbeat. You can probably forget tournament play, they agreed, but the

card might be acceptable in informal settings.

"It can't be repaired so that it can be used in an authorized Duelists' Convocation game," said Jonathan Huston, owner of Troll & Toad, a distributor in Keavy, Ky. "But in private gaming, the rules for condition of the cards are up to the participants. Theoretically, if you bent every card in your deck in the same place, they would no longer be marked and you could play with the Alpha Gauntlet of Might." Sure—like I'm gonna mutilate an entire set.

Cleaver suggested I photocopy the Gauntlet and paste it on a land card. "Then, when the card comes into play, whip the damaged card out to prove that you own it." Clark recommended I paste the Gauntlet itself on a land card, "This will strengthen it, and it will no longer be a marked card. It will be thicker, but I don't believe that would be a problem. You may want to trim the sides to make it more shufflefriendly. Try this method out on two land cards first." I did, and the results convinced me I was too inept with scissors to risk the Gauntlet.

Michael Jason Teegarden of Commissary Games and Hobbies in Houston, Texas, offered another idea. "Thin-laminate the affected card to prevent further deterioration. Carefully trim the edges so that it will match the remainder of the cards. If the card is to be taken out of play, then thick lamination would be best, of course."

If I opted to take the card out of play, he said, then I might consider including it in a complete set of Alpha cards, stored in a ring binder with plastic sleeves. "Very few sets that we have bought, traded, or sold are used for play purposes," he added. "Actually, most sets are display or collector's items."

In the end, I decided to ignore the advice of the experts and rely on a brainstorm of my own. Using a razor blade, I slit the Gauntlet in half, right along the fold. Then I aligned the pieces and brushed rubber cement along the seam.

How'd it work? About as well as you'd expect. The glue didn't hold. Worse, I managed to smear a glob all over the front, thus rendering the card even more worthless than it was before I started.

Now I have a pair of the world's most expensive book marks. Guess I'll keep 'em with the copy of X-Men #94 I use for toilet paper.





Tourney legal? You make

the call...

Rick Swan, former newspaper editor and hot dag vendor, wound up giving his daughter the Gauntlet to use as a both mot in her doll house.

«the eye was rimmed with fire... and the Black slit of its pupil opened on a pit, a window into nothing.»

-the Lord of the rings





Unlock the secrets of the Kindred...

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